DUNGEON DUEL

IRRATIONAL games

You've got a bad feeling about this…

The band of harpies outnumbers your sickly wizard your big mouthed dwarf and his pet trog. You managed to lure the enemy into the swinging blade traps, but it didn't hurt them as badly as you hoped it would. And, foolishly, you're all earth aligned, easy pickings for the airborne she-beasts.

Your opponent immediately orders the harpies to attack your units. Your group fends the flying beasts with mighty axes, sharp teeth and a spell or two, but one falls to their claws and another is badly wounded.

With nothing to lose, you look to your spells. Seeing the third card, you smile… you have him now! You cast a "Flaming Blade" and magical flame springs along the dwarf's axe. As weak as your dwarves are against fliers, the harpies fall to pieces when somebody lights a match. Your opponent shrieks as one by one, the harpies are incinerated.

You put you sandwich down, drop the Dual Shock on to the couch and release a victory shout right in your buddy's face. It's Miller time.

Dungeon Duel combines fast-paced RTS strategy with the addictiveness of card-game trading in a unique fantasy setting. A true RTS game built specifically with consoles and their controllers in mind, it's a step away from the clunky PC conversions and slow turn-based games that have made up the majority of console strategy game market.

Dungeon Duel offers the following amazing features:

- **An Exciting New Approach to RTS**: Built for consoles and their controllers, *Dungeon Duel* brings real time strategy to the console the way it was meant to be.

- **Gorgeous Graphics:** Play a spell card and watch the spell come to life! See your creatures hack and slash at each other with amazing animations as they battle in unique and beautifully rendered environments.

- **Unlockable New Content:** Players can use credits earned in the game to unlock 'expansion packs' on the DVD or download entirely new packs online.

- **A Unique Resource and Trading System:** Players can combine cards to create more powerful variants - and trade them with their friends!

- **Multiple Game Modes:** *Dungeon Duel* offers complete campaigns for good and evil, and numerous single-player and multi-player modes like Duel, Capture the Flag or Last Man Standing.

- **Online Play**: Players may do battle or trade online with a properly equipped console. A competitive ladder system allows a player to easily measure himself against other players and choose opponents of equal ability.

Dungeon Duel is designed to appeal to the hard-core RTS player and card trader alike, while still being accessible and fun to someone who's never played either kind of game. There are no complicated button combinations or difficult systems to learn; in *Dungeon Duel* the challenge is deciding how to best make use of his creatures and spells, not struggling with a complicated and arcane control system.

An Exciting New Approach To RTS

"When campaigning, be swift as the wind; in leisurely march, majestic as the forest; in raiding and plundering, like fire; in standing, firm as the mountains. As unfathomable as the clouds, move like a thunderbolt." - Sun Tzu. *"The Art of War"*

Dungeon Duel takes the best elements of real time strategy and card trading and merges them into a fast paced game that's truly easy to learn but challenging to master.

The player begins by choosing which characters, items and spells he shall take into the dungeon. These resources are represented as cards and the player may choose to take random cards or pre-constructed 'decks' of his choosing.

Although the player's unit and spell cards can be viewed or traded with other players like the cards from a conventional collectible game, *Dungeon Duel* is not a card game. The cards themselves are merely placeholders for actual monsters and spells that spring to life when the game is played.

Once the player has made his card selection, he places his creatures in the dungeon and play begins. The game itsefl has two modes: *Dungeon* and *Duel*. In the *Dungeon,* the player has a limited time to move his parties to explore the dungeon: seeking out treasure, avoiding devious traps and choosing which enemies to fight. The player must be quick and decisive, because his opponent is making *his* moves at the same time.

In the *Duel* phase, the player fights out battles between his parties and opposing groups in real time. The combat is fast-paced, but the focus is on making quick decisions rather than relying on hand-eye coordination. The player decides which enemies his units should target and what spells he should cast.

Combat is a paper-rock-scissors affair: each unit is aligned with one of the four elements, giving strengths and weaknesses that must be exploited by players. Clever play in the *Dungeon* phase can have a great impact on the difficulty of a fight; by choosing a battlefield with an opposing element to your enemies or luring your opponents into a trap, you can turn the tide of battle.

Gorgeous Graphics:

Presentation is a high priority for the product. *Dungeon Duel* will make good use of the graphical processing power of current consoles by presenting the battles in a distinctive visual style that combines classical fantasy characters with the latest rendering technologies.

The limited control players have over creature movement reduce the total pool of required animations per character, allowing us to focus on creating a series of spectacular 'pre-canned' battle sequences for each character. Characters will dodge and weave, parry blows and dive out of the path of danger. Monsters will die with a variety of spectacular and rewarding death animations – when the barbarian slays that vile skeleton, he won't simply knock it down: he'll slice it in two, chop its head off or smash it into a thousand little pieces.

Spells and magic items will be amazing with colorful and over-the-top special effects that are fully rendered in 3D and closely coordinated with character animations. The wizard's fireball doesn't simply hit the orc and vanish in a puff of smoke – it blows him off his feet, incinerates the grass around him and sets fire to that nearby tree. If he survives, the orc leaps up and pats out the smoldering flames on his armor… if he doesn't survive, he's an ashen skeleton.

To summarize, *Dungeon Duel* will feature:

- Bold and distinctive character, spell and environment designs.
- Characters and spells fully modeled in 3D.
- Exciting pre-canned combat and spell sequences.
- Spectacular and \ or humorous character deaths.
- Environments that respond to some spell and combat events.

Ultra Unlock

Spells, magic items and creatures are all represented by cards which the player can combine into decks to use in the game, trade with other players or even combine to create entirely new cards. Acquiring these cards is a major focus of the gameplay.

When a player starts the game, he is given a 'starter pack' that consists of a handful of randomly chosen low-level creatures, items and spells together with one or two more powerful or unusual ones. Each time a player defeats monsters or finds treasure, he is awarded with points that he can use to unlock a randomly chosen 'expansion pack'.

The interesting hook here is that there is a degree of randomness as to what each pack contains. Each pack has a pool of objects, but only a portion of those are randomly unlocked when the pack is purchased. So while a player can spend points to unlock the 'Fire Creature Pack', the creatures he receives will be very different from those that his next door neighbor gets. Each will have to trade with the other to get the full set of objects from that pack.

Not all objects within a pack are created equal, nor are they all equally likely to appear. Objects within a pack can be common, rare or unique – the rarer the object is, the more powerful or useful it is if you're fortunate enough to get it.

Points to purchase expansion packs can also be acquired once the player has met certain conditions like playing for a certain number of hours, exploring special locations or can be enabled by special codes or downloads that we make available post-release.

A Unique Resource and Trading System

While clever strategy and tactical decision making are the primary focus of *Dungeon Duel*, the game also features a comprehensive resource and trading system.

The really exciting thing about *Dungeon Duel* resources is that cards can be combined to create entirely new magic items, spells and creatures. The player can combine a fire spell with a magic sword to create a deadly flaming sword; if he combines that same fire spell with a giant he'll get a powerful fire giant instead. Thousands of combinations are possible, and many rare and powerful cards are only available through combinations.

Whenever a player acquires a card, be it a spell, magic item or creature, he can immediately check to see what possible combinations exist for that card. Since the player receives a semi-random selection of objects whenever he unlocks an expansion pack, it is unlikely that he will have all the components he needs to unlock a wanted resource. To get them, he's going to need to trade with his friends.

Trading is accomplished one of two ways: via memory cards, or online via a console's internet adapter. Online, a simple interface allows the player to set up a trade by specifying the card that he wants and depositing groups of cards that he's willing to trade for it. Players can easily search for trades involving a particular card and accept a trade that interests them, even if the person who offered the trade is offline at the time.

Multiple Game Modes

In addition to shipping with complete single-player campaigns for good and evil, *Dungeon Duel* features numerous skirmish and multiplayer modes that allow the player to battle against the AI or another player. The player can choose one of a wide range of pre-generated maps, or fight in a randomly generated dungeon.

The player can set the parameters for the kind of game he'd like to play – everything from quick 20 minute matches to epic dungeon crawls that take many hours to complete. He can choose whether to play good or evil (or a mix of the two) and choose whether to play with his own 'deck' of creatures and spells or a pre-generated one.

Skirmish game modes include:

- **Last Man Standing**: Race to defeat all of your opponent's creatures before he can defeat yours. The last man standing wins!

- **Capture the Flag**: Use your creatures to take possession of the enemy flag and return it to your base tile. Place devious traps around your own flag to provide a nasty surprise to your opponent when he tries to take it!

- **Dungeon Ball**: Score points by pushing a ball into your opponent's goal. Moving a unit into the ball pushes it in that direction, but sneaky players can lay traps to misdirect a ball's path, causing it to go left instead of right, split into multiple balls or even teleport!

- **King Killer**: A single unit from either side is designated as 'King'. Players must attempt to protect their own kings while trying to destroy their opponent's king.

- **Treasure Hunter**: A scavenger hunt with a twist! Each player has a list of treasure items that he must accumulate to win the game. Players must acquire their items while trying to stop their opponents from acquiring theirs by laying devious traps around enemy items.

A player can take his memory card to a friends house and use his own pre-created decks to do battle. Or he can use his console modem to instantly find and battle opponents from all over the world.

Online Play

Although online play is not a critical part of the *Dungeon Duel* design, the RTS strategy and trading card elements of the game strongly lend themselves to its' support. RTS players are intensely competitive and prefer to battle human opponents over in-game AI. Players of card trading games, on the other hand, are intensely community-driven and like to have a wide range of people to trade with.

Since *Dungeon Duel* is designed to appeal to both, taking the game online is a logical step. The relatively simple nature of the game state makes supporting online play a much simpler proposition than it would be for most games, and would allow us to better support the *Dungeon Duel* community.

Online features include:

- A complete ladder and stats system that allows players to see exactly where they stand and choose opponents of equal ability.

- A buddy list system that allows a player to keep track of his favorite opponents and arrange matches in advance.

- Special events and tournaments that reward players with rare cards, game credits and more.

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- Unlocking new content on the DVD via download of special codes and for consoles with HD storage, downloading entirely new content.

- A card trading service that allows players to construct trade offers and browse for a particular card or trade.

Online play as an excellent way to increase player interest in *Dungeon Duel* while significantly extending the product's lifespan. However it is not critical to the game's designand *Dungeon Duel* stands on its' own merits with or without an online component.

Market and Competitive Analysis

Core Audience

Real Time Strategy (RTS) games are the largest segment of the PC market by a factor of two, with a total 2001 revenue exceeding $390 million. Two key players – Westwood and Blizzard – each support multiple top-selling brands in the genre, covering almost every setting imaginable to meet the needs of this hungry and demanding audience.

Competing Products

RTS games have not enjoyed a significant presence in the console market. There are no recognized console RTS brands, and the majority of titles have either been PC conversions, which suffer from considerable interface problems, or turn-based games with limited market appeal.

Product Lifespan

The lifespan of *Dungeon Duel* will be extended by 3 main factors:

1. Unlimited replayability through randomly generated dungeons.
2. An engaging card trading system similar to *Magic: The Gathering* or *Pokemon*.
3. A strong player vs. player competitive focus.

We envisage at least one expansion pack for the title and possibly multiple packs providing new campaigns, cards and dungeons.

Development

TBD.

TBD.

Key Personnel

Ken Levine, **Creative Director:** Ken provides design and aesthetic guidance on all of Irrational's titles. While at Looking Glass, Ken created the original game design and story for Thief: The Dark Project. At Irrational, he served as lead designer of System Shock 2, project manager on The Lost and executive producer and writer for Freedom Force. Ken also manages the business development of the company and is a well-recognized figure in the industry.

Jonathan Chey, Project Manager and Designer: Jon managed the development of *Freedom Force* as well as designing it. Prior to this he was project manager on *System Shock 2*. His technical background gained as a senior programmer on *Thief* and other Looking Glass titles provides a solid background for his management and design skills.

Nate Wells, Art Director: After completing work on Thief, Nate joined Irrational as Art Director. The prime visual force behind both System Shock 2 and The Lost, Nate is prepared to bring his unique vision and technical expertise to Dungeon Duel.

Robb Waters, **Concept Artist:** Robb has conceptualized the world and character look of numerous projects at Looking Glass and Irrational, including Thief, System Shock, Terra Nova and Freedom Force.

Dorian Hart, Senior Designer: Dorian's impressive resume includes most of the Looking Glass catalog such as Ultima Underworld 2, System Shock, Terra Nova and Thief 1 and 2. Dorian has helped Irrational shape System Shock 2 and the Lost.

Ian Vogel, Senior Designer: Ian has lent his design talents to Thief, System Shock 2 and the Lost. Ian has leveraged his many years in television and film production to help create the cutscenes for the Lost.

Eric Brosius, Sound Designer: Eric has created the sound environments for numerous award-winning titles, such as Thief 1 and 2, System Shock 1 and 2, Flight Unlimited 2, and now Freedom Force and The Lost. He has won numerous awards, and his work in the Thief and System Shock franchises are widely recognized as classics in sound design.

About Irrational

Irrational Games, an award-winning video game development studio, opened its doors in 1997 to develop *System Shock 2*. Founded by former Looking-Glass Studio colleagues, Jon Chey, Robert Fermier and Ken Levine, Irrational Games won critical acclaim for its first product. Recognized as 1999's Game of the Year from C/Net and Computer Games Magazine, *System Shock 2* set the standard for future Irrational Games products.

With studios in Boston, Massachusetts and Canberra, Australia, Irrational Games is comprised of a talented team of over 50 designers, programmers, artists and writers. Irrational team members have worked on some of the industry's premier titles, including *Thief: The Dark Project*, *Ultima Underworld*, *System Shock, and Fallout Tactics*.

The Boston studio is developing a survivor-horror RPG game *The Lost* for the Playstation 2 to be released Q3, 2002. The Canberra studio is working on an unannounced PC action title and supporting *Freedom Force*.

Awards

As a team, Irrational has received more awards than we can list here. As a company, Irrational has received numerous accolades for it's first title, System Shock 2, including:

C/NET 1999 Game of the Year

Computer Games Magazine 1999 Game of the Year

USA TODAY 1999 PC Game of the Year

PC GAMER 1999 RPG of the Year

Evil Avatar 1999 Game of the Year

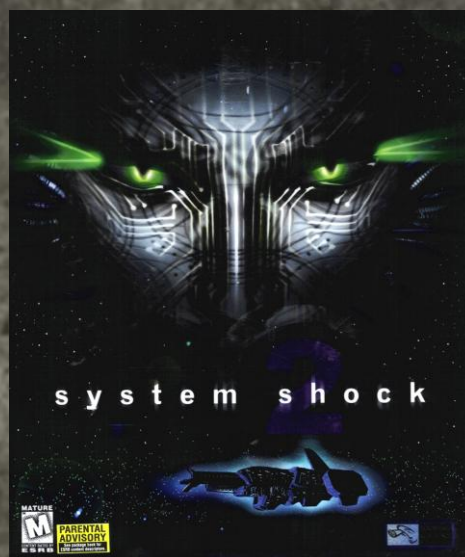**Intelligamer 1999 Game of the Year**

Gamespy 1999 RPG of the Year

GamesDomain 1999 RPG of the Year

PC Accelerator 1999 Single Player Game of the Year

Game Revolution 1999 Game of the Year

Glide Underground 1999 Game of the Year

Freedom Force

"Freedom Force is, quite simply enough, a truly outstanding game."
– *IGN.com*: **9.3/10**

"Not only is the concept perfect, but the gameplay's pretty close to perfect as well."
– *CNN.com*: **4.5/5**

" The execution is nothing short of brilliant. Game of the Year Contender"
– *Computer Gaming World*: **5/5**

"Freedom Force is a great-looking game that does everything right, both in terms of dramatic entertainment and game play."
– *The New York Times*

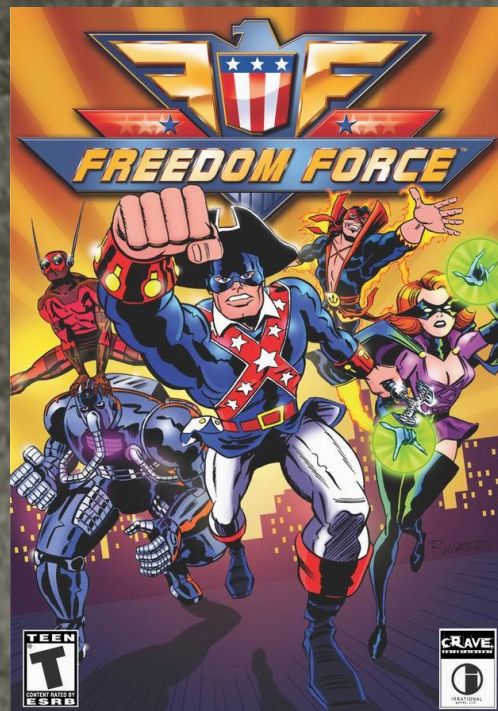*"The best superhero-themed game to ever crash through your PC screen."*
– *Entertainment Weekly,* **Grade: A**

"Oozes polish and personality from every pixel."
– *Adrenaline Vault*: **4.5/5**

"A superhero game that gets everything right."
– *GameSpot: 9/10*

Press

Irrational has extensive experience working with both the gaming media and the traditional press. Besides numerous appearances in gaming publications (including the honoring of co-founder Ken Levine as a "New Game God" by PC Gamer), Irrational and its games have appeared in Newsweek, USA Today, Wired, Tech TV, the Discovery Channel, the Electric Playground and others.

Platform

- Playstation 2 and X-Box. Further platforms may be considered.

Ship Date

- TBD

Number of Players

- 1-2 with support for online play.

Core Audience

Dungeon Duel is designed to appeal to two core audiences: strategy gamers and trading card players. Its' attractive fantasy setting should also broaden its' appeal to players interested in RPG and fantasy war gaming. The addition of online competitive play will extend the life of the product.

Key Features

- **An Exciting New Approach to RTS**: Build specifically with consoles and their controllers in mind, with an easy to use interface and gentle learning curve.

- **Spectacular Visuals**: Exciting pre-canned battle sequences makes creatures come alive as dodge, duck, weave and slice their way through battles!

- **Ultra Unlock**: Take points earned within the game and use them to unlock new powerful units, items and spells. Purchase and download content online**!**

- **Combine cards**: Combine creature, item and spell cards to create entirely new ones. Every card is valuable, both for what it can do… and what it can eventually become!

- **Trading Systems**: Take your memory card over to your friend's house to trade for the cards you want, or take your console online and trade with people all around the world!

- **Multiple Game Modes**: Two campaigns, multiple skirmish modes and random dungeon generation means that the adventure never ends!

- **Online Component**: Take your console online and battle and trade with opponents from all over the world. View your stats on the games ladder system and download new content!

ESRB Rating

- Teen

Localization

Strong market in Europe as well as North America. Asian language localization possible.