= Beyond Good & Evil (video game) =

Beyond Good & Evil is a 2003 action @-@ adventure video game developed and published by Ubisoft for the PlayStation 2 , Microsoft Windows , Xbox and GameCube platforms . A full HD re @-@ mastered version of the game was released on Xbox Live Arcade in March 2011 and on PlayStation Network in June 2011 . The story follows the adventures of Jade , an investigative reporter and martial artist , who works with a resistance movement to reveal a planet @-@ wide alien conspiracy . The player controls Jade and allies , solving puzzles , fighting enemies , and obtaining photographic evidence .

Michel Ancel , creator of the Rayman series , envisioned the game as the first part of a trilogy . Beyond Good & Evil was a commercial failure , but was critically acclaimed , receiving a nomination for " Game of the Year " at the 2004 Game Developers Choice Awards . A sequel , Beyond Good & Evil 2 , is currently in development .

= = Gameplay = =

Beyond Good & Evil is an action @-@ adventure game with elements of puzzle @-@ solving and stealth @-@ based games . The player controls the protagonist , Jade , from a third @-@ person perspective . Jade can run , move stealthily , jump over obstacles and pits , climb ladders , push or bash doors and objects , and flatten herself against walls . As Jade , the player investigates a number of installations in search of the truth about a war with an alien threat .

In the game 's interior spaces , the player solves puzzles and makes their way past enemies in order to reach areas containing photographic evidence . Jade 's main tools are her J? combat staff (a melee weapon) , discs for attacking at range , and a camera . Jade 's health , represented by hearts , decreases when hit by enemy attacks . It can be restored using fictional food items and can be increased beyond the maximum with " PA @-@ 1s " that , when held by Jade or her companions , increases their life gauge by one heart . If Jade 's health is depleted , the game will restart at the last checkpoint . Certain stealth segments later in the game automatically kill Jade if she is detected .

At times , it is only possible to advance in the game with the help of other characters . These characters are computer @-@ controlled , and players direct them via contextual commands . For example , the player can order them to perform a " super attack " , either pounding the ground to bounce enemies into the air , allowing the player to hit them from long distances , or knocking them off balance , making them vulnerable to attack . These allies possess a health bar and are incapacitated if it is depleted . Jade can share some of her items , such as PA @-@ 1s , with these characters .

In addition to obtaining evidence and completing assignments , Jade 's camera can take pictures of animal species in exchange for currency , and scan objects to reveal more information about the environment . When the " Gyrodisk Glove " is obtained , Jade can attack enemies or activate devices from a distance by using the camera interface . There are also various minigames and sub @-@ missions offered by NPCs scattered throughout the world .

A hovercraft is used to travel around the world , and also used for racing and in other minigames . Later , the spaceship Beluga is acquired . The hovercraft can dock with the spaceship . Both vehicles require upgrades in order to reach new areas and progress through the game . Upgrades are purchased using pearls that are collected throughout the game , by completing missions , exploring areas , filling in the animal directory or by trading credits for them . The vehicles have a boost ability , and can be repaired using a " Repair Pod " if damaged by enemies .

The main city serves as a hub , giving the player access to the various areas that must be explored in order to expose the conspiracy . Jade can earn credits by defeating enemies , taking pictures , or completing assignments , which can be used to purchase additional items for both Jade and her vehicles .

= = Plot = =

= = = Setting and characters = = =

Beyond Good & Evil takes place in the year 2435 on the mining planet of Hillys , located in a remote section of the galaxy . The architecture of the city around which the game takes place is rustic European in style . The world itself combines modern elements , such as email and credit cards , with those of science fiction and fantasy , such as spaceships and anthropomorphic animals coexisting with humans . As the game begins , Hillys is under siege by aliens called the " DomZ " , who abduct beings and either drain their life force for power or implant them with spores to convert them into slaves . Prior to the opening of the game , a military dictatorship called the " Alpha Sections " has come to power on Hillys , promising to defend the populace . However , the Alpha Sections seem unable to stop the DomZ despite its public assurances . An underground resistance movement , the IRIS Network , fights the Alpha Sections , believing it to be in league with the DomZ .

Beyond Good & Evil 's main protagonist , Jade (voiced by Jodi Forrest) , is a young photojournalist . She resides in an island lighthouse that doubles as a home for children orphaned by DomZ attacks . Pey 'j (voiced by David Gasman) , a boar @-@ like creature , is Jade 's " uncle " and guardian figure . Double H , a heavily built human IRIS operative , assists Jade during missions . He wears a military @-@ issue suit of armor at all times . Secundo , an artificial intelligence built into Jade 's storage unit , the " Synthetic @-@ Atomic @-@ Compressor " (SAC) , offers advice and " digitizes " items . The main antagonists are the DomZ High Priest , who is the chief architect of the invasion , and Alpha Sections leader General Kehck , who uses propaganda to gain the Hillyans ' trust , even as he abducts citizens to sustain the DomZ .

= = = Story = = =

Jade and Pey 'j are care @-@ taking the children of Hillys orphaned by the DomZ . When Jade runs out of money to run the shield that protects them , she finds a photography job , cataloguing all the species on Hillys for a science museum . She is recruited by the IRIS Network , which suspects that the Alpha Sections are behind planet @-@ wide disappearances . Jade 's first target of investigation is an Alpha Sections factory . She discovers evidence of human trafficking orchestrated by the DomZ under the Alpha Sections ' authority . Along the way she rescues Double H , who was kidnapped and tortured by the DomZ . Pey 'j is abducted by the DomZ and taken to a slaughterhouse that is to be launched to a lunar base . After failing to extract Pey 'j from the slaughterhouse in time , Jade learns that Pey 'j was , in fact , the secret chief of the IRIS Network .

Jade learns that the Alpha Sections are being possessed and manipulated by the DomZ . Using Beluga , the ship Pey 'j used to travel to Hillys , Jade and Double H go to the DomZ lunar base . There , Jade finds Pey 'j dead , but a strange power inside her brings back his soul , reviving him . After rescuing Pey 'j , transmitting her final report , and sparking a revolution , Jade confronts the DomZ High Priest . She learns that her human form is the latest container to hide a power stolen from the DomZ centuries ago in the hope that the High Priest , who must have spirit energy to survive , would starve to death . The High Priest managed to find a substitute energy in the souls of all those kidnapped from Hillys . Using the stolen power within her , Jade is able to destroy the DomZ High Priest , though nearly losing control of her soul in the process , and then revive and rescue those that have been abducted . In a post @-@ credits scene back on Hillys , a DomZ spore grows on Pey 'j's hand .

= = Development = =

Beyond Good & Evil was developed by Michel Ancel , the creator of the Rayman video game , at Ubisoft 's Montpellier studios in France . The game was developed under the codename " Project BG & E " , with production lasting more than three years . A group of 30 employees comprised the

development team . Ubisoft 's chief executive officer , Yves Guillemot , fully supported the project and frequently met with the team . After years working on Rayman , Ancel wanted to move on to something different . He recalled that the goal of Beyond Good & Evil was to " pack a whole universe onto a single CD ? mountains , planets , towns . The idea was to make the player feel like an explorer , with a sense of absolute freedom . "

A second goal behind Beyond Good & Evil 's design was to create a meaningful story amid player freedom . Ancel said that the linear nature of the gameplay was necessary to convey the story ; player freedom was an experience between parts of the plot . He also strove to create a rhythm similar to a movie to engage and delight players . The game drew on many influences and inspirations , including the Miyazaki universe , politics and the media , and the aftermath of the September 11 attacks . In creating the lead character , Ancel 's wife reportedly inspired the designer , who wanted to portray a persona with whom players could identify .

Beyond Good & Evil was first shown publicly at the 2002 Electronic Entertainment Expo , where it received a negative reception . Originally more " artistically ambitious " and resembling games like Ico , the game was substantially changed in order to make it more commercially appealing . Jade , originally a teenage girl , was redesigned to be more powerful and befitting of her job . The game was also shortened by removing long periods of exploration , due to Ancel 's dislike of this aspect of gameplay in The Legend of Zelda : The Wind Waker . The development team was " demoralized " by the changes , with Ancel commenting that the finished game resembled a sequel more than a reworking . Prior to release , playable previews of the game were offered in movie theaters .

= = = Audio = = =

The soundtrack of Beyond Good & Evil was composed by Christophe Héral , who was hired by Ancel because of his background in film . Hubert Chevillard , a director with whom Ancel had worked in the past , had also worked with Héral on a television special , The Pantin Pirouette , and referred him to Ancel . Héral was assisted by Laetitia Pansanel , who orchestrated the pieces , and his brother Patrice Héral , who performed some of the sound effects and singing .

The soundtrack incorporates a wide variety of languages and instruments from around the world . Mainly Bulgarian lyrics were chosen for the song " Propaganda " , which plays in the game 's Akuda Bar , to allude to the Soviet propaganda of the Cold War . It uses a recording of a telephone conversation by Héral with a female Bulgarian friend to represent the government 's control of the media . It also incorporates Arabic string instruments and Indian percussion . A song called " Funky Mullah " was originally planned for the Akuda Bar , but it was replaced by " Propaganda " because Héral decided that its muezzin vocals , recorded on September 8 , 2001 , would have been in bad taste in the wake of the September 11 attacks . " Fun and Mini @-@ games " , a song that plays during hovercraft races and other minigames , includes Spanish lyrics . The lyrics for DomZ music were created from a fictional language with prominent rolling " r " sounds . The crashing metal sound effects of " Metal Gear DomZ " , the music played during a boss fight , were recorded from the son of Héral 's neighbor playing with scrap metal . The voices in the city of Hillys were also recorded by Héral himself . The music has never been published as an album , though it has been released in its entirety as a free download by Ubisoft . The soundtrack is featured in the Video Games Live international concert tour .

= = = HD edition = = =

A full HD re @-@ mastered version of the game was released on Xbox Live Arcade in March 2011 and on PlayStation Network in June 2011 . It features improved character models and textures , as well as a modified soundtrack . Achievements , trophies and online leaderboards were also added .

Ubisoft released Beyond Good & Evil HD Collection in Europe on September 21 , 2012 . The collection includes Beyond Good & Evil HD , Outland and From Dust .

= = Reception = =

Prior to its release , Official U.S. PlayStation Magazine and PlayStation Magazine praised the game 's showing at the 2003 Electronic Entertainment Expo and described it as one of the best titles on display .

Beyond Good & Evil received generally positive reviews from critics . Aggregating review websites GameRankings and Metacritic gave the Xbox version 88 @.@ 61 % and 87 / 100 , the GameCube version 88 @.@ 14 % and 87 / 100 , the PlayStation 2 version 87 @.@ 09 % and 86 / 100 , the Xbox 360 version 85 @.@ 08 % and 84 / 100 , the PlayStation 3 version 84 @.@ 42 % and 83 / 100 and the PC version 83 @.@ 22 % and 83 / 100 .

The game 's graphics were generally well received . In reviewing the GameCube version , Game Informer wrote that " Every moment of Beyond Good & Evil looks as good as a traditional RPG cutscene " and that the game 's effects and character animations were " amazing . " On the other hand , Jon Hicks of PC Format wrote that while some effects were excellent , the game 's otherwise unspectacular graphics were unwelcome reminders of the game 's console roots . 1UP.com and Official U.S. PlayStation Magazine cited glitches such as frame rate as irksome , because the game did not appear to tax the console 's hardware .

Edge commended the game for its storytelling and design , but criticized its plot as unable to " match Jade 's initial appeal , " becoming " fairly mundane " without " the darkness and moral ambiguity suggested by the title , " with Jade 's everyman appeal undermined by the revelation of her " mysterious hidden identity . " Dan Toose of SMH called the game 's setting " dark , baroque and earthy , a far cry from the squeaky @-@ clean action of the Final Fantasy games , " and described the game as " a very European take on the role @-@ playing genre " and " one of the best adventure games in years . " Star Dingo of GamePro commented that the game was a " jack of all trades , master of none " that " never really lives up to its title , " adding that its vision could have been more focused . Among complaints were control issues and a lack of gameplay depth . Game Informer 's Lisa Mason wrote that the game 's controls were serviceable , but simplistic , and that she wished she could do more with the character . PC Gamer 's Kevin Rice found most of the gameplay and its exploration refreshing , but called hovercraft races " not much fun " and felt combat was the game 's weakest element . Edge called the gameplay interaction " hollowed out , " as an unintended consequence of Ancel 's attempt to streamline the game .

Beyond Good & Evil was not a commercial success . The game saw poor sales upon its release in the 2003 Christmas and holiday season . Retailers quickly decreased the price by up to 80 percent . Official U.S. PlayStation Magazine staff attributed the poor sales of the game ? among many other 2003 releases ? to an over @-@ saturated market , and labeled Beyond Good & Evil as a commercial " disappointment " . In retrospect , Ancel noted that consumers at the time were interested in established franchises and technologically impressive games . Coupled with the number of " big titles " available , he stated that the market was a poor environment for Beyond Good & Evil and that it would take time to be appreciated . The Official U.S. PlayStation Magazine staff further commented that the lack of marketing from Ubisoft and the game 's odd premise naturally reserved it to obscurity . Part of the disappointing sales stemmed from Ubisoft not knowing how to market the title , something that Ubisoft North America CEO Laurent Detoc labeled as one of his worst business decisions . At the time , Ubisoft 's marketing efforts were more focused on the release of Prince of Persia : The Sands of Time . Ubisoft 's former North American vice @-@ president of publishing , Jay Cohen , and its European managing director , Alaine Corre , attributed the commercial failure of the game to a lack of marketing . " The game play was there , the technical excellence was there but perhaps the target audience was not there , " Corre told the BBC . Corre later commented that the Xbox 360 release " did extremely well " , but considered this success " too late " to make a difference in the game 's poor sales . The game was intended to be the first part of a trilogy , but its poor sales placed those plans on hold at the time .

= = = Awards and legacy = = =

Beyond Good & Evil was nominated for and won many gaming awards . The International Game

Developers Association nominated the title for three honors at the 2004 Game Developers Choice Awards : " Game of the Year " , " Original Game Character of the Year " (Jade) and " Excellence in Game Design " . Ubisoft titles garnered six of eleven awards at the 2004 IMAGINA Festival in France , with Beyond Good & Evil winning " Best Writer " and " Game of the Year Team Award . " The Academy of Interactive Arts & Sciences nominated the game for " Outstanding Achievement in Character or Story Development " at the 2004 Interactive Achievement Awards . In IGN 's " The Best of 2003 " , the PlayStation 2 (PS2) version won " Best Adventure Game , " while the GameCube version received " Best Story . " Beyond Good & Evil 's audio was also recognized . The game was nominated for the " Audio of the Year " , " Music of the Year " , " Best Interactive Score " , and " Best Sound Design " awards at the second annual Game Audio Network Guild awards . It was similarly nominated for the " Outstanding Achievement in Original Music Composition " and " Outstanding Achievement in Sound Design " awards at the 2004 Interactive Achievement Awards .

 In 2007 , Beyond Good & Evil was named 22nd @-@ best Xbox game and 12th @-@ best GameCube game of all time by IGN . Game Informer listed the title 12th on its " Top 25 GameCube Games " list . In another list , " Top 200 Games of all Time " , Game Informer placed the PS2 , Xbox , and GameCube versions of Beyond Good & Evil as the 200th best . The Official Nintendo Magazine ranked it as the 91st @-@ best Nintendo game , while Nintendo Power ranked it 29th . Nintendo Power placed the GameCube version as the 11th @-@ best GameCube game of all time in its 20th anniversary issue . Destructoid ranked the GameCube , PlayStation 2 , and Xbox versions as the 6th @-@ best game of the decade . In 2010 , IGN listed it at # 34 in their " Top 100 PlayStation 2 Games " . GamesRadar placed it as the 70th best game of all time .

 = = = Sequel = = =

 Ancel stated his desire to produce a sequel to the game . Ubisoft announced at the Ubidays 2008 opening conference that there would be a second game . A sequel , tentatively titled Beyond Good & Evil 2 , is currently in development , although the project was temporarily halted to focus on Rayman Origins . The game is being developed for the PlayStation 4 , Xbox One , Wii U , and PC .