

= Vampire : The Masquerade ? Redemption =

Vampire : The Masquerade ? Redemption is a 2000 role @-@ playing video game developed by Nihilistic Software and released by Activision for Microsoft Windows and Mac OS . Set in White Wolf Publishing 's World of Darkness , the game is based on White Wolf 's role @-@ playing game Vampire : The Masquerade and follows the adventures of Christof Romuald , a 12th @-@ century French crusader who is killed and subsequently revived as a Vampire . The game depicts Christof 's centuries @-@ long journey from the Dark Ages of 12th century Prague and Vienna to modern @-@ day London and New York City in search of his humanity and his kidnapped love , the nun Anezka .

Redemption is presented in the first- and third @-@ person perspectives . The player controls Christof and up to three allies through a linear structure , providing the player with missions to progress through a set narrative . Certain actions committed by Christof throughout the game can raise or lower his humanity , affecting which of the game 's three endings the player receives . As a Vampire , Christof is imbued with a variety of abilities and powers that can be used to combat or avoid enemies and obstacles . Use of these abilities drains Christof 's supply of blood which can be replenished by drinking from enemies or innocents . It includes multiplayer gameplay called " Storyteller " , which allows one player to create a narrative for a group of players with the ability to modify the game dynamically in reaction to the players ' actions .

Founded in March 1998 , Nihilistic 's twelve @-@ man team began development of Redemption the following month as their first game . It took the team twenty @-@ four months to complete on a budget of US \$ 1 @-@ 8 million . The team relied on eight outside contractors to provide elements that the team could not supply , such as music and artwork . The game 's development was difficult : late changes to software forced the developers to abandon completed code and assets ; a focus on high @-@ quality graphics and sound meant that the game ran poorly on some computer systems ; and the original scope of the game exceeded the game 's schedule and budget , forcing the team to cancel planned features .

The game received a mixed critical response ; reviewers praised its graphics and its multiplayer functionality , but were polarized by the quality of the story and combat . It received the 1999 Game Critics Awards for Best Role @-@ Playing game . Redemption was released for Microsoft Windows on June 7 , 2000 , with a Mac OS version following in November 2001 . It was successful enough to merit the production of a sequel , Vampire : The Masquerade ? Bloodlines , which was released in November 2004 as an indirect sequel set in the same fictional universe .

= = Gameplay = =

Vampire : The Masquerade ? Redemption ? shortened to Redemption ? is a role @-@ playing game ( RPG ) presented primarily from the third @-@ person perspective ; the playable character is shown on the screen while an optional first @-@ person mode used to view the character 's immediate environment is available . The camera can be freely rotated around the character and positioned above it to give a greater overview of the immediate area . The game follows a linear , mission @-@ based structure . Interaction is achieved by using a mouse to click on an enemy or environmental object to attack it or to activate it . Interaction is context based ; clicking on an enemy initiates combat , while clicking on a door causes it to open or close .

The playable character can lead a group of three additional allies into battle , controlling their actions to attack a single enemy or to use specific powers . Characters can be set to one of three modes : defensive , neutral , or offensive . In defensive mode , the character remains distant from battles , while offensive mode sends the character directly into battle . The main character and active allies are represented by portraits on screen that reflect their current physical or emotional state , showing sadness , anger , feeding , or the presence of injuries or staking ? having been stabbed through the heart and rendered immobile .

The player can access various long @-@ range and melee weapons including swords , shields , bows , and guns , stakes , and holy water . Some weapons have a secondary , more powerful attack

; for example a sword can be spun to decapitate a foe . Because they are vampires , allies and enemies are susceptible to damage from sunlight . Disciplines ( vampiric powers ) are used to supplement physical attacks . Each discipline can be upgraded , becoming a more powerful version of itself ; alternatively , other in @-@ game benefits can be gained . The game features disciplines that allow the player to enhance the character 's physical abilities such as speed , strength , or durability . Disciplines can also allow the player to mesmerize an enemy or a potential feeding victim , render the character invisible to escape detection , turn the character into mist , summon serpents to attack enemies , heal , revive their allies , and teleport to a haven . Each discipline can be upgraded up to five times , affecting the abilities ' durations , the scale of the damage or their effect , and the cost of using it . The characters ' health and disciplines are reliant on blood , which can only be replenished by feeding on the living ? including other party members ? or finding blood containers such as bottles and plasma bags . Drinking an innocent to death and other negative actions reduces the player 's humanity , increasing the likelihood of entering a frenzy when injured or low on blood , during which they indiscriminately attack friend and foe .

Completing objectives and defeating enemies is rewarded with experience points , which are used to unlock or upgrade existing disciplines and improve each characters ' statistics , such as strength or agility . Weapons , armor , and other accessories can be purchased or upgraded using money or valuable items , which are collected throughout the game . The character 's inventory is grid @-@ based ; objects occupy an allotted amount of space , requiring the management of the storage space available . A belt allows some items to be selected for immediate use during gameplay , such as healing items , without the need to access them in the main inventory . The first version of the game allows progress to be saved only in the main character 's haven or safehouse ; it automatically saves other data at specific points . An update to the game enabled players to save their in @-@ game data at any point in the in @-@ game narrative .

Redemption features an online multiplayer component which allows players to engage in scenarios together . One player assumes the role of the Storyteller , guiding other players through a scenario using the Storyteller interface . The interface allows the Storyteller to create or modify scenarios by placing items , monsters , and characters across the map . Character statistics , such as experience points , abilities , and disciplines , can also be modified . Finally , the Storyteller can assume the role of any character at any given time . These functions allow the Storyteller to dynamically manipulate the play environment while the other players traverse it .

= = Synopsis = =

= = = Setting = = =

The events depicted in Vampire : The Masquerade ? Redemption occur in two time periods : 12th century Prague and Vienna , and late @-@ 20th century London and New York City . The game is set in the World of Darkness ; it depicts a world in which vampires , werewolves , demons , and other creatures influence human history . The vampires are divided into seven Clans of the Camarilla ? the vampire government ? each with distinctive traits and abilities . The Toreadors are the closest to humanity ? they have a passion for culture ; the Ventrue are noble , powerful leaders ; the Brujah are idealists who excel at fighting ; the Malkavians are either cursed with insanity or blessed with insight ; the Gangrel are loners in synchronization with their animalistic nature ; the Tremere are secretive , untrustworthy , and wield blood magic ; and the monstrous Nosferatu are condemned to remain hidden in the shadows . Redemption also features the Cappadocian clan ; the Society of Leopold ? modern @-@ day vampire hunters ; the Assamite clan of assassin vampires ; the Setite clan ; and the Sabbat ? vampires who revel in their nature , embracing the beast within .

The main character of Redemption is French crusader Christof Romuald , a once @-@ proud , religious church knight who is transformed into a Brujah vampire . With his religious faith destroyed , Christof is forced to reassess his understanding of good and evil as he acclimates to his new life . Christof 's anchor to humanity is the nun Anezka , a human with a pure soul who loves Chrisof even

after his transformation . As a member of the Brujah under Ecaterina the Wise , Christof allies with Wilhem Streicher , the Gangrel Erik , and the Cappadocian Serena during his journeys through 12th century Prague . Other characters in this era include the slaver Count Orsi , the Tremere Etrius , and the Ventrue Prince Brandl .

Christof continues his quest into the late @-@ 20th century , where he allies with the Brujah Pink , the enslaved Toreador Lily , and the Nosferatu Samuel . Other characters include the 300 @-@ year @-@ old human leader of the Society of Leopold , Leo Allatius ? who has unnaturally extended his lifespan by consuming vampire blood ? and the Setite leader Lucretia . During his journey , Christof comes into conflict with Vukodlak , a powerful Tzimisce vampire intent on usurping the clans ' ancestors and taking their power for himself . Trapped in a mystical sleep by those who oppose his plot , Vukodlak commands his followers to help resurrect him .

= = = Plot = = =

In 1141 in Prague , crusader Christof Romuald is wounded in battle . He recovers in a church , where he is cared for by a nun called Anezka . The pair instantly fall in love but are restrained by their commitments to God . Christof enters a nearby silver mine to kill a monstrous Tzimisce vampire who is tormenting the city . Christof 's victory is noted by the local vampires , one of whom , Ecaterina the Wise , turns him into a vampire to prevent another clan from taking him .

Initially defiant , Christof agrees to accompany Ecaterina 's servant Wilhem on a mission to master his new vampiric abilities . Afterwards , he meets with Anezka and refuses to taint her with his cursed state . At Ecaterina 's haven , the Brujah tell Christof about an impending war between the Tremere and Tzimisce clans that will devastate humans caught up in it . Wilhem and Christof gain the favor of the local Jews and Cappadocians , who devote their member Serena to the Brujah cause . The Ventrue prince Brandl tells the group that in Vienna , the Tremere are abducting humans to turn them into ghouls ? servitors addicted and empowered by Vampire blood . The group infiltrate the Tremere chantry in Prague , and stop the Gangrel Erik from being turned into a Gargoyle , and he joins them . Christof learns that Anezka , seeking Christof 's redemption , has visited the Tremere and Tzimisce clans , and the Vienna Tremere stronghold , Haus de Hexe . There , the Tremere leader Etrius turns Erik into a Gargoyle , forcing Christof to kill him . Etrius reveals that the Tzimisce abducted Anezka .

Returning to Prague , Christof finds the Tzimisce in nearby Vy?ehrad Castle have been revealed to the humans , who have launched an assault on the structure . Christof , Wilhem , and Serena infiltrate the castle and find that the powerful , slumbering Vudoklak has enslaved Anezka as a ghoul . Anezka rejects Christof and prepares to revive Vukodlak , but the outside assault collapses the castle upon them .

In 1999 , the Society of Leopold excavates the site of Vy?ehrad Castle ; they recover Christof 's body and take it to London , where he is awoken by a female voice . He learns that the events at Vy?ehrad and the resulting human uprising divided the vampires into two sects : the Camarilla who seek to hide from humanity and the Sabbat who seek to regain dominion over it . The Society 's excavation also enables Vukodlak 's followers to recover Vy?ehrad . After escaping , Christof meets Pink , who agrees to help him . They learn that the Setite clan has been shipping Vy?ehrad contraband to New York City and infiltrate a Setite brothel to gain information . They kill the Setite leader Lucretia and recruit Lily , an enslaved prostitute .

Christof , Pink , and Lily travel to New York City aboard a contraband ship , rescue the Nosferatu Samuel from the Sabbat , and infiltrate a warehouse storing the Vy?ehrad contraband . There they encounter Wilhem , who is now a Sabbat under Ecaterina following the collapse of their group . Wilhem reveals that Pink is an assassin working for Vukodlak . Pink escapes and Wilhem rejoins Christof , hoping to reclaim the humanity he has sacrificed during the previous 800 years . Together , Christof , Wilhem , Lily , and Samuel discover that Vukodlak is hidden beneath a church within his Cathedral of Flesh and that Anezka is still in his servitude . In the cathedral they find that Vukodlak has awoken ; he tries to influence Christof by offering him Anezka then revealing that she is completely dependent on Vukodlak 's blood and will die without him . Christof refuses and Vukodlak

drops the group into tunnels beneath the cathedral . Christof finds the Wall of Memories , which hold Anezka 's memories of the last millennia , showing she continued to hope as Vukodlak found new ways to defile and torment her . She eventually sacrificed her innocence to gain Vukodlak 's trust , using her position to delay his resurrection over hundreds of years until , with no options left , she prayed for Christof 's return . The group returns to the Cathedral and battles Vukodlak .

The ending of Redemption varies depending upon on the quantity of humanity Christof has retained during the game . If the quantity is great , Christof reconciles with Anezka and turns her into a vampire , sparing her from death . If his humanity is moderate , he surrenders to Vukodlak and becomes a ghoul ; Vukodlak betrays Christof and forces him to murder Anezka . A lesser quantity of humanity results in Christof killing Vukodlak by drinking his blood . Greatly empowered , Christof forsakes his humanity , murders Anezka , and revels in his new power .

= = Development = =

The development of Vampire : The Masquerade ? Redemption began at Nihilistic Software in April 1998 , shortly after the developer 's founding in March that year . Its development was publicly announced in March 1999 . Intending to move away from the first @-@ person games the team members had worked on with previous companies , Nihilistic prepared a design and story for a futuristic RPG with similar themes and gothic aesthetics to those of the Vampire : The Masquerade series . After publisher Activision approached the team using the White Wolf license , they adapted parts of their original design to fit the Vampire series , which became the original design for Redemption . Endorsement by Id Software founder John Carmack helped Nihilistic decide to work with Activision . The Nihilistic team developed Redemption over twenty @-@ four months ; the team expanded to twelve members by the end of development . The development team included Nihilistic President and CEO Ray Gesko , lead programmer Rob Huebner , world designer Steve Tietze , level designer Steve Thoms , lead artist Maarten Kraaijvanger , artist Yujin Kiem , art technician Anthony Chiang , and programmers Yves Borckmans and Ingar Shu .

Activision provided a budget of US \$ 1 @.@ 8 million ; the amount was intentionally kept low to make the project manageable for Nihilistic and reduce the risk to Activision , which was relatively inexperienced with RPGs at the time . Nihilistic 's management was committed to the entire team working in a one @-@ room environment with no walls , doors , or offices , believing this would force the individual groups to communicate and allow each department to respond to queries immediately , saving hours or days of development time . Redemption 's story was developed with input from Wolf ; it was co @-@ written by Daniel Greenberg , a writer for the source pen @-@ and @-@ paper RPG .

The small size of the team led to Nihilistic relying on eight external contractors to provide elements the team could not supply . Nick Peck was chosen to provide sounds effects , ambient loops , and additional voice recordings based on his previous work on Grim Fandango ( 1998 ) . Kevin Manthei provided the musical score for the game 's 12th century sections , while a duo called Youth Engine provided the modern @-@ day sections ' score . Some artwork was outsourced ; Peter Chan ( Day of the Tentacle ( 1993 ) and Grim Fandango ) developed concept art to establish the look of the game 's environments , and Patrick Lambert developed character concepts and full @-@ color drawings for the modelers and animators to use . Huebner considered the most important external relationship was with a small start @-@ up company called Oholoko , which produced cinematic movies for the game 's story elements and endings . Nihilistic met with various computer animation firms but their prices were too expensive for the project budget .

Redemption was officially released to manufacturing on May 30 , 2000 . The game features 300 @,@ 000 lines of code , with a further 66 @,@ 000 lines for JAVA scripts . In January 2000 , it was announced that Nihilistic was seeking a studio to port Redemption to the Sega Dreamcast video game console , however this version was never released . In February 2001 , after the release of the PC version , it was announced that MacSoft Games was developing a MacOS version of the game .

== Technology ==

Nihilistic initially looked at existing game engines such as the Quake engine and Unreal Engine , but decided those engines , which were primarily designed for first @-@ person shooters , would not be sufficient for its point @-@ and @-@ click driven RPG and decided to create its own engine for development of Redemption . This was the NOD engine , which the developers could customize for the game 's 3D perspective and role @-@ playing mechanics . The team also considered that developing its own engine would allow it to freely reuse code for future projects or to license the engine for profit . NOD was prototyped using the Glide application programming interface ( API ) because the team believed it would be more stable during the engine 's development , intending that once the engine was more complete , it would be moved to a more general API designed to support a wide range of hardware such as Direct3D . However , once a basic engine was in place in Glide , the programmers turned their attention to gameplay and functionality . By June 1999 , Redemption was still running in Glide , which at that point lacked some of the basic features the team needed to demonstrate at that year 's Electronic Entertainment Expo . When the team eventually switched to Direct3D , it was forced to abandon some custom code it had built to compensate for Glide 's limitations such as texture and graphic management , which required the re @-@ exporting of hundreds of levels and models for the new software . The late API switch also limited the time available to test the game 's compatibility on a wide range of hardware . The team focused on building the game for hardware accelerated systems to avoid the limitations of supporting a wider range of systems , which had restricted the development of the company founders ' previous game , Star Wars Jedi Knight : Dark Forces II ( 1997 ) .

The programmers suggested using 3D Studio Max for art and level design , which would save money by allowing the company to license a single piece of software , but the lead artists successfully lobbied against this plan , believing that allowing the respective teams to choose the software would allow them to work most efficiently . Huebner said this saved the project more time than any other decision made during development . The level designers chose QERadiant to take advantage of their previous experience using the software while working on Id Software 's Quake series . Id allowed Nihilistic to license QERadiant and modify it to create a customized tool for its 3D environments . Because QERadiant was a finished , functional tool , it allowed the level designers to begin developing levels from the project 's start and then export them into the NOD engine , rather than waiting for up to six months for Nihilistic to develop a custom tool or learning a new 3D level editor . In twenty @-@ four months , the three level designers built over 100 in @-@ game environments for Redemption . They obtained blueprints and sketches of buildings from medieval Prague and Vienna to better represent that period and locations . The four @-@ person art team led by Kraaijvanger used Alias Wavefront Maya to create 3D art . Nihilistic 's management wanted Kraaijvanger to use a less expensive tool but relented when the cost was found to be lower than had been thought . Throughout the project , the art team built over 1 @,@ 500 3D models .

At the start of development , Nihilistic wanted to support editing of the game by the user @-@ community , having seen the benefits to the community while working on other games . Staff who worked on Jedi Knight knew the experience of creating a new , customized programming language called COG that gave the programmers the results they wanted but cost time and significant project resources . With Redemption , they wanted to incorporate an existing scripting engine that would more easily enable users to further develop the game instead of developing their own code again , which would consume months of development time . The team tested various languages , but became aware of another studio , Rebel Boat Rocker , which was receiving attention for its use of the Java language . Speaking to that studio 's lead programmer Billy Zelsnak , Nihilistic decided to experiment with Java , having little prior knowledge of it . The language successfully integrated into the NOD engine without problems , providing a standardized and freely distributable scripting engine . Several designers were trained to use Java to allow them to build the several hundred scripts required to drive the game 's storyline .

== Design ==

The Nihilistic team used their experience adapting an existing property for the Star Wars games to design Redemption . Reasoning that most people would be familiar with vampire tropes , the team wrote the game assuming players would not need an explanation of the genre 's common elements , while enabling them to explore White Wolf 's additions to the mythos . When translating the pen @-@ and @-@ paper RPG to a video game , the team redesigned some of the disciplines to make them simpler to understand . For example , in the pen @-@ and @-@ paper game , the " Protean " discipline includes the abilities to see in the dark , grow claws , melt into the ground , and change into an animal , however in Redemption these were made into individual disciplines to make them instantly accessible , instead of requiring the player to select Protean and then select one of the sub @-@ abilities .

Huebner said the team struggled with restraint . From inception , the team had developed its assets for a high @-@ end system to ensure the finished project would have top @-@ of @-@ the @-@ range graphics , and because if necessary , it could more easily scale down the art down than scale it up . However , the art teams were not stopped from producing new assets , resulting in Redemption requiring approximately 1GB of storage space to install . Additionally , textures were made in 32 @-@ bit color , models were extremely detailed ? featuring between 1 @,@ 000 and 2 @,@ 000 triangles each on average ? and levels were illuminated with high @-@ resolution light @-@ maps . Because the game was designed for high @-@ end computer systems , it relied on algorithms to scale down the models ; combined with the high detail art assets , Redemption was taxing to run on low- and mid @-@ range systems . Nihilistic had intended to include both 16 @-@ bit and 32 @-@ bit versions of the game textures , and different sound quality levels to allow players to choose which versions to install , but the CD @-@ ROM format was not spacious enough to accommodate more than one version of the game . The finished product barely fitted onto two CD @-@ ROMs ; some sound assets were removed to fit the format . This caused the game to use a large amount of computer resources and limited the ability to port it to more limited console environments .

The programmers identified early on that pathfinding ? the ability of the variable @-@ sized characters to navigate through the environment ? would be a problem . Huebner cited the difficulty of programming characters to navigate an environment in which level designers are free to add stairs , ramps , and other 3D objects . They came up with a temporary solution and planned to improve the pathfinding later into development . By the time they properly addressed the problem , many of the levels were almost complete and featured few markers the programmers could use to control movement . They could identify walkable tiles but not walls , cliffs , and other environmental hazards . Ideal solutions , such as creating zones for characters could walk through would have taken too much time to retroactively add into the 100 created levels , so the programmers spent several weeks making small , iterative fixes to conceal the obvious errors in the pathfinding and leave less obvious ones intact .

From the outset , the team wanted to make a grand RPG , but were restricted by their budget and schedule . They were reluctant to cut any content such as one of the time periods or the multiplayer aspect , and they decided to postpone the original release date from March 2000 to June the same year . They also scaled back the scope of their multiplayer testing and canceled the planned release of an interactive pre @-@ launch demo . The delay allowed Nihilistic to retain most of the intended design but they were forced to remove the ability to play the entire single @-@ player campaign as a team online , compensating for this by adding two multiplayer scenarios built using levels from the single @-@ player game . Huebner said they did not plan appropriately for multiplayer when building the Java scripts for the single @-@ player game , meaning the scripts did not work effectively in multiplayer mode .

The multiplayer " Storyteller " mode was conceived early in the development cycle . Diverting from the typical death match or co @-@ operative gameplay multiplayer modes , Storyteller required Nihilistic to develop an interface that could give one player , the Storyteller , enough control to run a particular scenario , and change events in the game in real time without making it too complex to understand for the average player . Much of the technology was simple to implement , requiring

typical multiplayer software components that would allow users to connect with each other . The largest task required the development of an interface that could provide the Storyteller with control over the aspects of a multiplayer game without it becoming too complex . The interface had to contain lists of objects , characters , and other resources , and options to manipulate those resources . It had to be mostly accessible using a mouse as input , reserving the keyboard for less common and more advanced commands . The mode was inspired by the text @-@ based Multi @-@ User Dungeon , a multiplayer real @-@ time virtual world in which high @-@ ranking users can manipulate the game 's environment and dynamically create adventures .

= = Release = =

Vampire : The Masquerade ? Redemption was released for Microsoft Windows on June 7 , 2000 . The game 's release included a standalone copy of the game , and a Collector 's Edition containing a copy of the game , a hardbound , limited edition of White Wolf 's Book of Nod chronicling the first Vampire , a Camarilla pendant , the game 's strategy guide , and an alternative game case cover . The Collector 's Edition also included a copy of the game 's soundtrack , featuring songs by Type O Negative , Gravity Kills , Ministry , Darling Violetta , Cubanate , Primus , Youth Engine , and Kevin Manthei . Nihilistic also released Embrace , a level editor with access to the game 's code to allow fans to modify levels and scripts . A Mac OS version was released in November 2001 . Redemption received a digital release on the GOG.com service in February 2010 .

During its first week on sale , the Microsoft Windows version of Redemption was the third best @-@ selling game behind The Sims and Who Wants To Be A Millionaire 2nd Edition . Sales of the Collector 's Edition were individually tracked ; it was the fifth best @-@ selling game that same week . Redemption achieved enough success to merit the 2004 release of an indirect sequel , Vampire : The Masquerade ? Bloodlines , which was set in the same fictional universe and was developed by Troika Games .

= = Reception = =

Vampire : The Masquerade ? Redemption received a mixed critical response . The aggregating review websites GameRankings and Metacritic give it a score of 75 % ( based on 33 reviews ) and 74 out of 100 ( based on 22 reviews ) , respectively . Reviewers compared it to other successful RPGs , including Diablo II , Deus Ex , Darkstone : Evil Reigns , and the Final Fantasy series .

The game 's graphics received near @-@ unanimous praise . Game Revolution said its " brilliant " graphics were among the best in gaming and Next Generation said the graphics were the best in any PC RPG . Computer Games said it was the most attractive PC game at the time , ArsTechnica said it was the best game to look at and watch since The Last Express ( 1997 ) , and PC Gamer said , " there has never been a more beautifully created RPG " . The level design and environments were praised for the level of detail , providing a brooding , atmospheric aesthetic with " painstaking " detail . Reviewers also made positive comments about the game 's lighting effects . Conversely , Computer Gaming World ( CGW ) said that while the game was attractive , the visuals were superficial and failed to emphasize the game 's horror elements . They were also critical of the third @-@ person in @-@ game camera positioning , claiming that it obscured the area directly in front of the player and did not allow the player to look upwards .

Responses to the story were ambivalent ; some reviewers called it strong with good dialog ; others said it was poor . GameRevolution and CGW called the dialog poor , sophomoric , and often overly @-@ verbose ; in particular CGW said some speeches became an " agonizingly long filibuster " that only served to delay the return of control to the player . Other sources called it one of the richest , most engrossing stories to be found outside films and novels , and more original than most RPGs . Computer Games criticized the linear storyline , and said the few dialog choices available to the player had no real impact on the storytelling . CGW said the linear story prevented Redemption from being a true RPG because it lacked interaction with many characters , and the lack of player impact on the story made it seem as though they were not building characters but rather were getting them

to the story milestones . According to PC Gamer , while the game 's linearity was a negative , it kept the narrative tight and compelling .

Reviewers variously appreciated and disliked the voice acting . Game Revolution and Computer Games said the acting ranged from adequate to good , while CGW said the voices were inappropriate and the 12th century European voices sounding like modern Americans , but that the modern @-@ era featured better actors . ArsTechnica said the acting was inconsistent but was better than that of Deus Ex . The weather effects , background sound , and moody music were said to blend together well and help immerse the player in the game 's world . CGW said the sound quality was sometimes poor .

Much of Redemption 's criticism focused on technical problems when it was released , undermining the game experience or making it unplayable . Several reviewers noted issues with the initial lack of a function to save game progress at any point , which meant that dying or technical issues with the game could necessitate them to reload a previous save , and then repeat up to 30 minutes of gameplay . CGW added that the repetitive gameplay meant that losing progress and having to repeat it was a particular downside . Next Generation , who provided the game with a score of 3 out of 5 , said that Redemption was potentially only a few patches away from being a 5 out of 5 game , if not for technical issues . PC Gamer 's review even included recommended instructions for cheats that worked around the technical flaws .

CGW said the in @-@ game combat became a confusing mess once allies became involved , in part due to poor Artificial Intelligence ( AI ) that caused them to use powers liberally and become low on blood as a result . The AI was considered to be insufficient for the game ; pathfinding failures meant allies would become stuck on environmental objects or each other during combat , use up their costliest abilities on enemies regardless of their threat , and were poor at staying alive in battle . Enemies were similarly dismissed for either not noticing the playable character in obvious circumstances or failing to respond to attacks on themselves .

Combat was also criticized ; Computer Games called the game " little more than a hack @-@ and @-@ slash adventure " , and said the game 's focus on combat was counter to the greater focus on political intrigue and social interaction prevalent in the source Vampire ? the Masquerade tabletop game . ArsTechnica said that combat was initially fun but very repetitive , and it became a chore by the later stages of the game , noting that every enemy dungeon consisted of four levels filled with identical enemies , while Next Generation said the number of enemies and the difficulty of defeating them often meant the playable character would run away or die . The repetitive combat was also criticized by other reviewers , who disliked that it involved repeatedly clicking on enemies until they were dead ; and running away if the playable character was about to die against unending waves of enemies . Disciplines were considered helpful in adding variety to combat , but battles were too fast @-@ paced to allow the tactical use of a wide range of powers because of the inability to pause the combat to allow the issuing of orders .

Game Revolution said the multiplayer feature was a revelation and worth the cost of the game alone . Computer Games said it was innovative and may serve as an inspiration for future games . PC Gamer said the multiplayer mode was the redeeming factor of the game , though it was still marred by bugs . Others noted that aspects of the multiplayer interface were insufficient , such as the inability to store custom dialog , requiring the Storyteller to type text in real time during gameplay .

== = Accolades = = =

At the 1999 Game Critics Awards , Redemption was named Best RPG ahead of the first @-@ person action RPG , Deus Ex . In 2014 , Gameranx listed the game as one of the 22 Best Vampire games of all time .