





A true tale of a hero, Robota captivates and startles with its vivid imagery and brutal action...

Overview

Robota is a world vividly imagined by Doug Chiang in his paintings, sketches and forthcoming book. A world where man, beast and machine remain locked in a brutal struggle for survival.

Drawing directly on the themes established by the book, the videogame immerses the player in this complex and fascinating world. Taking on the role of 'Min', a human male without memory, the player is thrust into a desperate battle for survival.

Being the apparent focus of the Robots' wrath and hunted by machines built for gladiatorial entertainment, the player's survival, yet alone success, will be an awesome challenge.

Robota is a game that combines cinematic storytelling with high-action gameplay. Set in this world of staggering beauty and realized with incredible depth and detail, the violent struggle is brutal and deadly.

Only by mastering his incredible athletic ability, stealth and devastating combat abilities will Min be able to recover his memories and prevent the extinction of all Organic life.

Adapting to the environment and developing their tactical abilities, the player learns to turn each situation to their advantage. As their abilities develop, the player will journey to fascinating locations, taking on the massed army of Kaantur-set, the ruthless Robot general and nemesis of Min.

In a relentless guerilla campaign, the player will uncover startling revelations about the past, present and future of Robota.

Robota appeals directly to the core, game playing audience of males, teen and up. A true tale of a hero, Robota captivates and startles with its vivid imagery and brutal action, providing mature themes and content to the evolving audience and art of videogames.



The combination of visual storytelling, detailed physical action and vividly realized characters imbue Robota with a unique atmosphere.

Vision

Robota is a third-person tactical-action game that fuses the genre's usual dramatic style with deep character progression and compelling combat dynamics. The character progression and physical combat systems both support and expand the player's experience.

The inclusion of these differentiating features allows Robota to achieve increased dramatic intensity, a broader range of tactical choices and deeper involvement in the story.

The story itself unfolds using a core linear structure but the game experience will feel open ended.

Tactical challenges of the genre are retained and extended through the inclusion of the player's 'super-human' speed, strength and agility.

The primary activities in the game are exploration and combat. However, both of these are uniquely realized in a manner consistent with the mythology

of Robota. In fact, exploration and combat are intrinsically linked, as learning to use the environment to your advantage is a key skill that the player must master.

Exploration is a unique blend of mental and physical agility. In addition to the obvious paths, each environment contains an array of alternative routes that can be discovered through navigational challenge and physical puzzles.

Min's array of context-sensitive 'Action' moves allows the player to perform daring feats of strength and agility. Learning the possible routes through a section reveals many opportunities for surprise that dramatically affect the player's chances of success in combat.

Combat, in Robota, is an intensely physical experience. Min is equipped with a fighting staff which combined with his enhanced speed and strength, becomes a devastating weapon.



With sophisticated state-based AI, each combat encounter provides the player with a wealth of tactical choices.

Focusing on hand to hand fighting techniques, the game will deliver an intense and visceral combat experience. Additionally, use of the Robot's deadly accurate, but slow and awkward Long Rifles will be available to the player.

Enemy Robots are organized into tribes. As well as introducing graphical diversity through the use of tribal markings, each tribe exhibits regional variations in fighting style and weaponry drawn from their gladiatorial heritage.

With sophisticated state-based AI, each combat encounter provides the player with a wealth of tactical choices. The player must constantly analyze the most significant threat, the type of move that the threat may be vulnerable to and how the environment can be used to gain advantage.

The heightened dramatic nature of combat in Robota creates a greater contrast with the skill and dexterity of exploration for a more intense tactical-action experience. There are also additional benefits and features that are included.

The combat system is extensible. Min possesses the ability to learn and acquire new moves and techniques

through encounters with the Robots. This is the heart of the character progression system.

Through playing the game, the player is able to develop a unique fighting style, enhanced by their own super-human abilities. Players are able to unlock unique moves and techniques that can be fully exploited in the tactical arc of the game, making for a highly personal game experience.

The combination of visual storytelling, detailed physical action and vividly realized characters imbue Robota with a unique atmosphere.

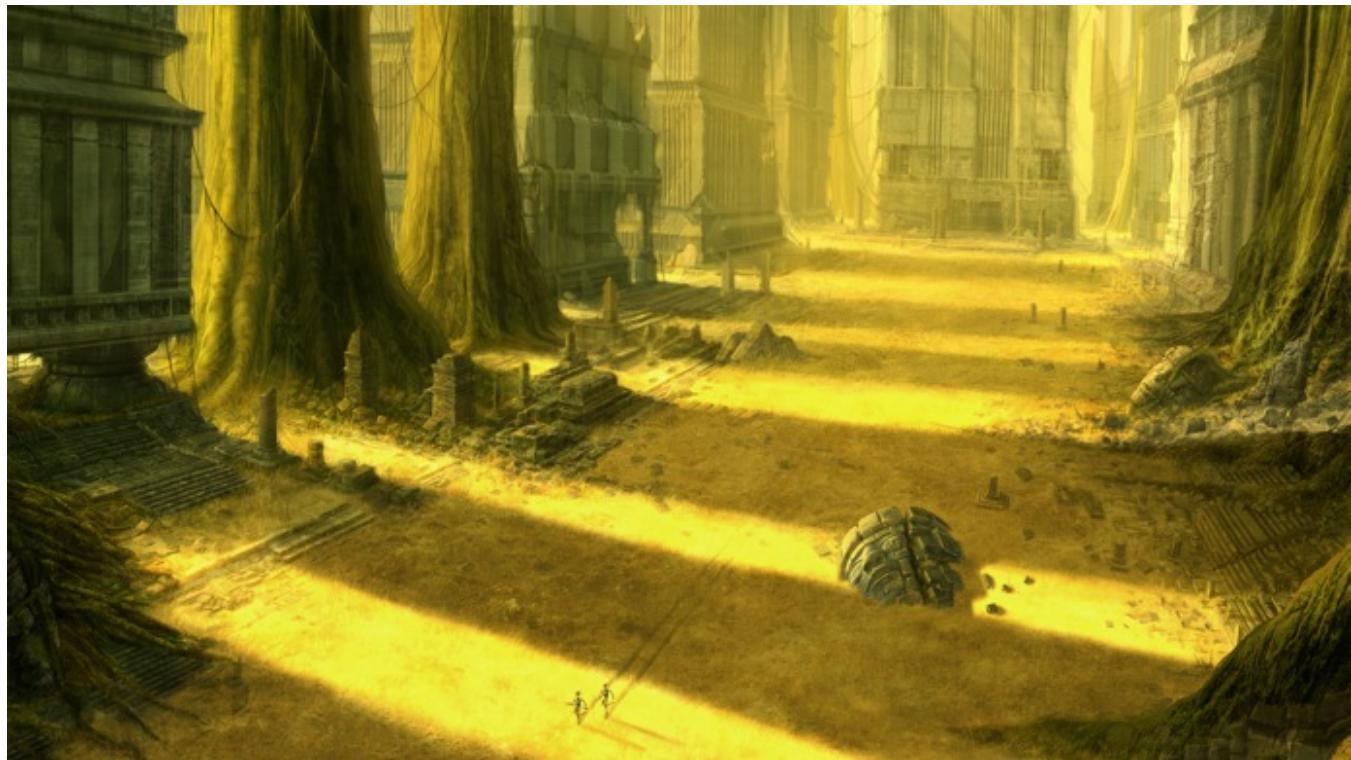
All the elements, from the detailed and extensible combat system to the challenging, environmentally aware AI of the enemy, combine to create a deep, and accessible tactical-action experience. An experience made all the richer with the inclusion of a detailed story and uniquely imagined characters.



Enemy limbs and weapons can be damaged and removed.

Unique Selling Points

- Distinctive visual style, established by Doug Chiang.
- Detailed animation, art assets and visual effects by Sony Pictures Imageworks.
- Real-time combat system that facilitates the player's tactical thinking. Sophisticated camera motion and timing allows the player to make critical choices of target as well as dramatizing the action.
- Real-time, force-based physics system that provides detailed visual feedback during combat. Rather than the inclusion of statistical models, physics allows for a more natural damage allocation model.
- Skeletal damage system. Enemy limbs and weapons can be damaged and removed.
- Real-time environmental physics allows for the inclusion of natural, physical challenges and game objects that respond in believable ways for logical puzzle solving.
- The player characters combat style and repertoire of moves is fully customizable. Customization is seamlessly built into the game allowing the player to focus on their own particular play style rather than on menus. Players that utilize more strength moves will naturally unlock further strength based moves, whilst players opting for speed will unlock more speed attacks.
- Hyper-kinetic physical prowess provides the player with unique abilities and allows the inclusion of cunning, physical/navigational challenges. Learning to explore and utilize the full range of each environment will have a direct, tactical effect on the nature of the resulting combat encounters.
- A unique and compelling, companion story to that realized in the book by Doug Chiang and Orson Scott Card. For fans, an opportunity to learn more of Robota's history and for new comers an action-focused introduction to its fascinating world.



Competitive Products

Dynasty Warriors 4 – XBOX - KOEI

This is the 4th in a successful line of historical combat games from KOEI. Its massed combat dynamics have been much praised. Robota offers a much richer visual experience and story elements that have been lacking from this franchise.

Metal Gear Solid 3 – PS2 - Konami

This is the third entry into the successful franchise that is widely credited with inventing the tactical-action genre. Critically acclaimed for its cinematic style and tense gameplay. Robota differentiates itself both through its unique graphical style and its more intense combat features. Character progression and customization further differentiate the two games.

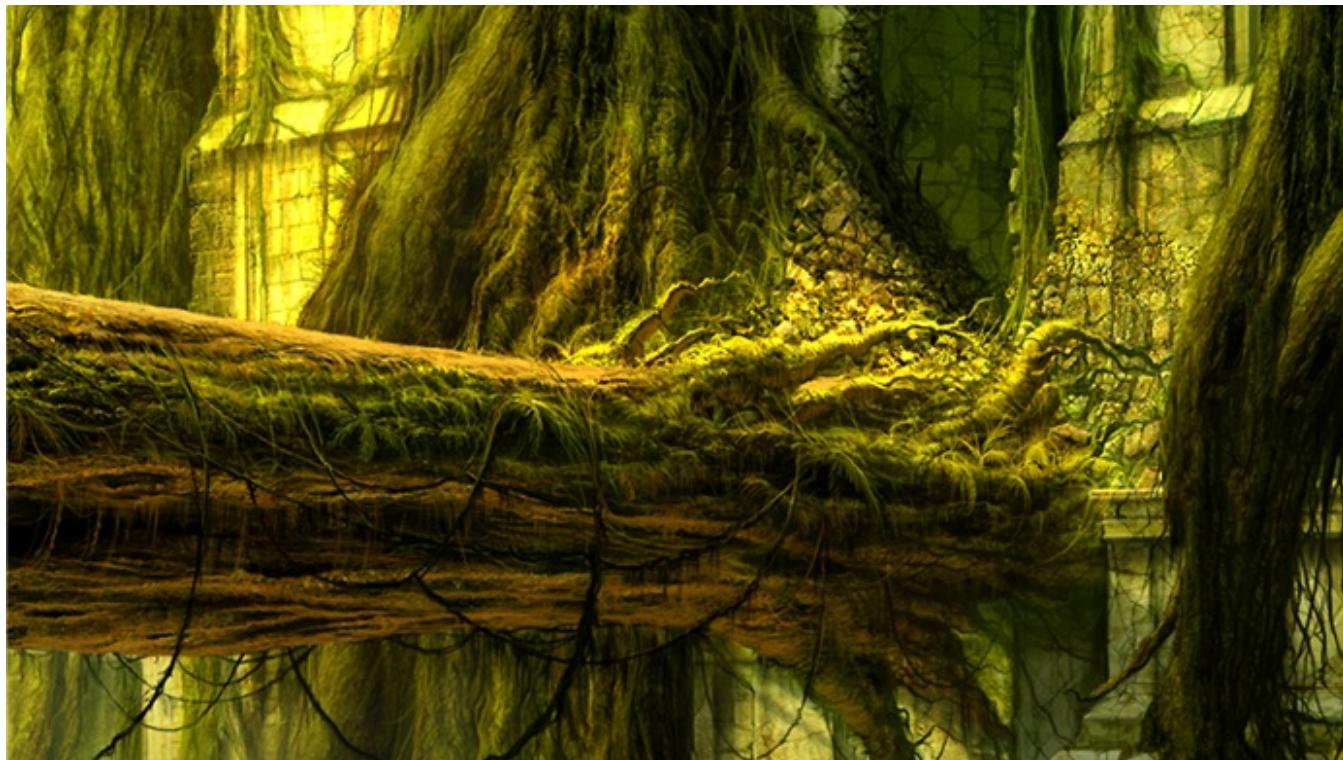
Ninja Gaiden – XBOX - Tecmo

This is a much anticipated 're-imagining' of a classic game. The game incorporates hyper-kinetic, melee combat, presented in a unique visual style. As with Otogi, Robota provides for a richer story experience and a more detailed world. The navigational and physical puzzle elements provide a deeper tactical experience.

Otogi – Myth of Demons – XBOX - SEGA

This is a unique entry into the hack'n'slash genre espoused to great effect by Capcom. Incorporating the usual acrobatic, swords and sorcery mayhem this game may yet prove 'too niche' for Western tastes. Robota includes deeper story and character elements that are more accessible to Western audiences.

continued...



Competitive Products cont.

Prince Of Persia, The Sands Of Time – GameCube, PS2, XBOX - Ubisoft

Lauded for an exciting return to a tried and true franchise, the game has a combat engine closer to the one designed for Robota than any other game. However Robota's engine will be far more polished and will require greater skill and technique than the one offered in this excellent game.

Splinter Cell, Pandora Tomorrow – XBOX - Ubisoft

Splinter Cell is Ubisoft's take on tactical action. Lauded for its visual richness, detailed lighting and unique character moves. Robota differentiates itself again through its unique visual style that is every bit as detailed as Splinter Cell and its more intense, extensible combat system.

The Lord of The Rings- The Two Towers – XBOX - Electronic Arts

An exciting blend of cinematic style and fine swordplay, The Lord of the Rings took the approach of games like Capcom's Onimusha and Devil May Cry to new heights. Critically acclaimed for its graphics and animation. Robota will be at least comparable in graphical quality and animation. The inclusion of tactical elements and a significantly deeper combat system provide a richer game experience.

Key Words

Third-person, survival, intense combat, action, tension, searching, identity.