

Divine Intervention

High Concept

An eternal struggle between the sacred and the forsaken rages across all celestial and spiritual planes. Blessed Angels and Unholy Demons prepare for one final confrontation to determine the fate of all existence. Fallen champions litter the battlefield bearing witness to this vicious blood feud.

Divine Intervention is a team deathmatch enhanced by rune based strategy. The game features Angels and Demons who possess the ability to fly and wield their own unique weapons. Players can retrieve strategically placed runes that will enhance their abilities and give their team a formidable advantage over their enemies. The team that controls all of the runes will receive a special power that will greatly influence the outcome of the battle.

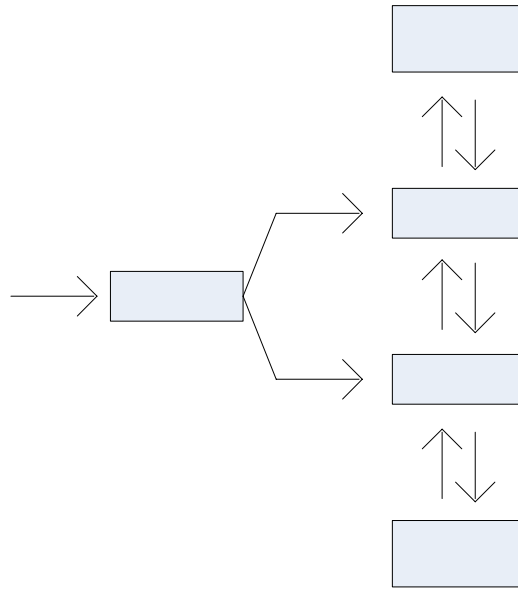
Players take their role as either an Angel or a Demon. The outcome of the first deathmatch dictates the direction the game flows. Legions of Angels descend to Earth, while wicked Demons crawl from the depths of Hell to engage in a battle that will end all battles. Each team will struggle to overrun their enemy's kingdom, pressing against each other in five unique environments.



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Gameplay Overview

Divine Intervention is team-based deathmatch game which uses a campaign system where the objective of each team is to drive the opposing force back to their home base. Defeating the enemy in a particular arena will slowly force the enemy closer to their place of origin.



In any given map, the objective is to obtain more kills than the opposing team. Angels and Demons alike can fly for a limited amount of time to reach otherwise inaccessible regions or to gain higher ground on the enemy. Runes are scattered about the levels that confer continuous bonuses to whoever picks one up. If one team possesses all of the runes at any given time, that team will summon powerful allies that will fight with them until they are destroyed. Also, the guiding hands of Heaven and Hell have placed Divine abilities that the player can use to devastate a large number of enemies (and a large number of teammates, if not used carefully

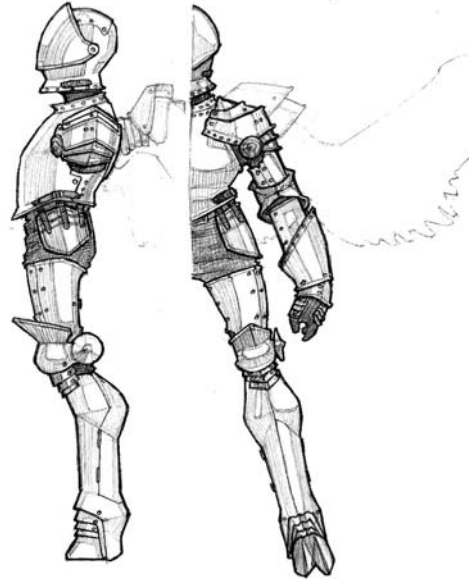
Initial Map

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Characters

Angels

These Holy warriors of light fight for everything that is sacred. They are built lean and clad in brilliant shining armor, personifying moral and spiritual perfection. The glistening visor that would impede the vision of a normal man grants the Angels uncontested clarity. Enormous white wings allow the Angels to glide through the air effortlessly, dealing justice to anything impure. The Angels are capable of carrying two weapons, the Aequitas and the Veritas. The Veritas is a short range weapon that fires projectiles in the fashion of a shotgun, while the Aequitas is a machine gun type weapon that fires rapidly and is highly accurate from long distances. The Angels are a noble, dignified class that project radiance as they fight to protect the innocent.



Demons

These fallen angels crusade to destroy anything virtuous, killing indiscriminately on their quest to disrupt the sanctity of Heaven. The Demons are massive, hulking behemoths relying on brute strength and raw power to tear through all that oppose them. They are armored with mechanized shells that project brutality and destruction. They are equipped with demonic wings which give them the ability to rain death from above. The Demons are capable of carrying two weapons, the Sceleris and the MechaMortis. The Sceleris is a short range weapon similar to the Angels' Veritas and the MechaMortis is a heavy machine gun deadly in close combat but still effective in ranged combat.

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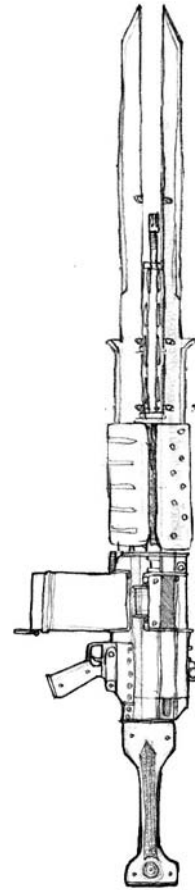
Weapons

Veritas (Truth)

Forged in the heavens when swords and magic became obsolete in the battle against demons, the Veritas is affectionately named after the Honesty virtue. The Veritas is a lightweight weapon similar to a human's shotgun that allows full mobility while running or flying. Capable of firing a spread of high velocity bullets at a medium rate of fire, the Veritas is suitable for close to medium ranged combat.

Aequitas (Justice)

The Aequitas was created following the need for a long ranged weapon to complement the Veritas. Taking its shape from an earthly machine gun, the Aequitas is slightly heavier and bulkier than the Veritas, but still allows a nearly full range of motion. When fired, the Aequitas sends a stream of highly accurate bullets at a target, effective even at long ranges.

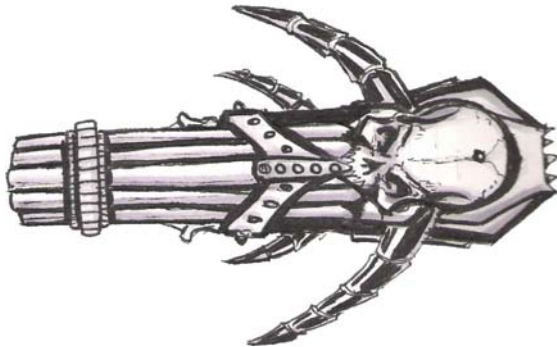
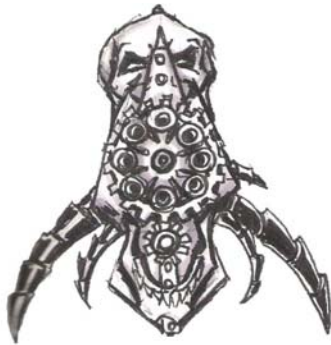


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Weapons

Sceleris (Sin)

The Sceleris is the demonic sister of the Veritas and is one of the first ballistic weapons forged from fire. Finding its properties in the wild demons who wield it, the Sceleris is highly inaccurate except at an extremely close range, but with a quicker rate of fire than the Veritas.



MechaMortis (Death)

The MechaMortis was originally created as a stationary machine gun due to its tremendous weight and recoil force. However, this was hardly a problem for the demons that possessed near unlimited strength. Similar to the Sceleris, the MechaMortis has a higher rate of fire but is rather inaccurate, although it is still effective up to medium distances. Moreover, demons are capable of carrying a pair of these weapons, one in each hand, in order to create death twice as fast.

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Divine Abilities

Characters gain new abilities by walking over pickups located throughout the levels. Once gained, the character can use that ability exactly once before it is expended.

Redemption / Heresy

Calling upon greater heavenly or hellish powers, a large explosion radiates from the summoner, indiscriminately incinerating nearby friends and foes alike.

Salvation / Damnation

By concentrating on a certain point, the caller of this ability can summon light from above or darkness from below to banish any enemies within the area of effect.

Blinding Light / Hellfire

Hundreds of searing beams of light or fire emanate from the caller, creating a near unavoidable burning vortex that devastates enemies in its path.

Runes

On the Earth, Purgatory, Heaven, and Hell, there are 4 stone runes located within each level. Each rune provides a continuous bonus to the player that possesses it.

- Blue Rune – Continuous health regeneration at a steady rate
- Red Rune – Increased rate of fire for the carrier
- Green Rune – Adds extra damage to the attacks of the carrier
- Gold Rune – Gives the holder a speed boost

If a player is killed while holding a rune, the rune drops and another player can pick it up.

In addition to the individual bonuses acquired, if all runes are possessed by one team, a formidable force is unleashed. The team calls to the hereafter, and their call is answered by powerful allies rising from the ground to fight alongside them. Once these allies are destroyed, the runes reappear where they had originally stood.

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Environments

The battles of *Divine Intervention* rage across varying terrain ranging from the scorched valleys of Hell to the pristine gates of Heaven. The game consists of five levels – Heaven, Earth, The Proving Grounds, Purgatory, and Hell. The environments and overall aesthetic feel of these levels differ greatly. Each setting projects an overwhelming sense of urgency giving the feel of that time stops in its tracks as the two forces collide.

Heaven

Glorious beams of sunlight bear down on a bed of clouds in the battle of Heaven. The architectural style is extremely defined with a resemblance to classic Romanesque architecture. Sharp white columns and majestic buildings are built in a uniform fashion signifying order and stability.

Earth

The environment and setting of Earth is a futuristic cityscape environment with large skyscrapers reaching for the heavens. Artificial lighting provides most of the illumination for the environment while the sun barely penetrates the dull haze. The architectural theme consists of modern corporation buildings surrounding a manicured park. The north side of the park is bordered by a large chapel, drawing its inspiration from the large spires and defined arches of the Koln Chapel in Germany. The advanced architectural features and polished environment instills a mood of prosperity.

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Environments

The Calm

The Calm is a celestial void floating in space with stars and nebulae surrounding the expansive floor. It is decorated with a black and white checkered marble floor with large columns arranged in a defined fashion. There is a thin layer of water covering the floor. The mood is calming and neutral, instilling a feeling of balance.

Purgatory

The plane of existence lying between Hell and Earth, purgatory is the land of the dead. It is an island surrounded by liquid holding the ancient souls of history prisoner. A great mound of earth spirals upward to the focal point of a large twisted tree. Cast in a cool hazy light, the island's surreal presence gives a sense of death and the passage of time. Tunnels run as earthen arteries down to the great heart within. A dreamlike placidity suffocates this conglomeration of earth, stone and spirit.

Hell

The dimly lit rock structures and demon statues add to the evil aura permeating throughout Hell, while spewing lava provides the illumination for the environment below. Hell consists of several small float islands of varying heights surrounding a larger island containing the main battlefield and a demon stronghold. The architecture style is a combination of Gothic and crude rock formations a few levels below Stonehenge. The mood is hopeless and dreary.

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Target Audience & Marketability

Divine Intervention appeals to gamers who like first person shooter (FPS) games, but are looking for something new. Our target audience will be between the ages of thirteen and up. We feel that the vast majority of gamers will enjoy participating in the final battle of biblical proportions between good and evil.

The concept of Angels and Demons fighting it out in a FPS game has never been done before. The astoundingly popular *Medal of Honor* series is a good example of a FPS game that became successful by introducing a new theme in which people can relate to – in this case, World War II. Along the same line, *Divine Intervention* also offers a unique theme that a majority of people can relate to. We have the opportunity of being first to market introducing a new genre of FPS games, thus increasing the probability of enhancing future profits.

Initially, *Divine Intervention* will be advertised on the internet via gaming web sites and forums such as www.planetunreal.com. We believe that the hardcore gamers who frequent these sites will become fixated with *Divine Intervention* and will provide the initial buzz which is required to make a game like this successful.

Hardware/System Requirements

Operating System : Windows 98/ME/2000/XP

Processor : Pentium III 1.0 GHz or AMD Athlon 1.0 GHz or faster (1.2 GHz or faster recommended)

Memory : 128 MB RAM minimum (256 MB recommended)

Hard Disk Space : Approximately 100 MB (in addition to the memory requirements of Unreal Tournament 2004)

CD-ROM Drive : 8X Speed

Video : 32 MB Windows 98/Me/2000/XP-compatible video card (64 MB NVIDIA GeForce 2 or ATI Radeon Hardware T & L card recommended)

Sound : Windows 98/Me/2000/XP-compatible sound card (NVIDIA nForce or other motherboards/sound cards containing the Dolby Digital Interactive Content Encoder required for Dolby Digital Audio. Sound Blaster Audigy 2 ZS card recommended)

DirectX : DirectX version 9.0b (included) or higher

Multiplayer : 33.6 Kbps modem for LAN/Internet play (broadband internet connection recommended)