



**Platform:** Win 95/98    **Genre:** Action/Adventure  
**Players:** 1 - 8    **Multiplayer:** Internet/LAN/Modem  
**Ages:** ELSPA 15+    **Release Date:** Winter 2000

### Introduction

An epic conflict set in an alternate future Earth, *Titanium Angels* is the story of four races drawn together by fate in a fight for survival, with Carmen Blake, at the heart of the conflict.

### Story

*Carmen Blake* is a bounty hunter - one of a breed known only as *The Kindred*. Any job too sensitive, or dangerous, for conventional law operatives to handle gets offered as a bounty to these brave and/or psychotic individuals. She accepts an extremely rich bounty, the termination warrant placed on *Elegia Furie*, military dictator of a small, but very rich and boisterous, island nation.



Carmen fearlessly launches a frontal assault on Furie's headquarters. Taken by surprise by the unbelievable firepower available to Furie, her drop-ship is destroyed and she barely manages to cheat death. Clinging desperately to the outside of the building, with certain death below her, Carmen must infiltrate the enemy stronghold. It's too late to turn back now and with a whole army in front of her, her only chance for survival... is to fight!

### Gameplay

- Unique Dual gameplay - the Gameplay requires the player to alternate between controlling Carmen and Titan. This is dictated by the situation facing the characters at any given time.
- The game is set in a grim and bizarre universe where flesh meets technology. Playing as Carmen, the game is 3rd person perspective. Playing as Titan, the game changes to a 1st person perspective. An intuitive control mechanism enables the players to immediately control the characters. Also, as with all of the great games, there is a well-balanced learning curve.
- Multiple gaming types are seamlessly blended together - adventure puzzles, platform action, blast-fest and stealth sniping.
- Complete species biographies adding depth to all the characters and revealing some truly nasty aliens to send shivers down the spine. The plot is totally immersive with characters to emphasize with.
- Real character development – both Carmen and Titan's learn with experience. As the game develops, their abilities and skills improve.



## Technical Enhancements

- Revelations Engine – a totally new proprietary 3D Engine.
- Curved Surfaces - uses cubic bezier patches to improve realism.
- Dynamic Level of Detail (DLOD) - gives a smooth interpolation between the highest model description and the lowest resulting in an increased polygon count even on the lowest spec PC's.
- Bump Mapping – opens up a world of special effects.
- Environment mapping with multiple textures.
- Volumetric fogging – no longer use to hide features. Now an integral part of the game.
- Shadow volumes – multiple shadowing effects.
- Procedural Geometry Animation – delivering the special effects and morphing sequences.

