

KINGDOMS OF AMALUR RECKONING™

Xbox 360
PlayStation 3
PC

Fact Sheet

Product Description

Choose your own path and battle through a sprawling master-crafted world featuring some of the most intense, responsive, and customizable RPG combat ever in *Kingdoms of Amalur: Reckoning*. This mysterious and magical new fantasy world has been meticulously built from the ground up with the help of three Visionaries: *New York Times* bestselling author R. A. Salvatore, *Spawn* creator Todd McFarlane, and Ken Rolston, lead designer of the critically acclaimed RPGs *Elder Scrolls III: Morrowind* and *Elder Scrolls IV: Oblivion*.

The lore of *Kingdoms of Amalur* spans 10,000 years of epic fiction, with *Reckoning* capturing a moment in this history. As the first warrior ever to be resurrected from the grips of death, players can turn their lack of a destiny to their advantage and harness fate as a weapon. Every building, tree, and creature has a clear and defined history within this immersive world filled with extraordinary landscapes, mysterious cities, colorful characters, and fantastic creatures.

Developed by Big Huge Games in Baltimore & Curt Schilling's 38 Studios in Providence, Rhode Island, *Kingdoms of Amalur: Reckoning* will be available on February 7, 2012 in North American and February 10, 2012 in Europe for the Xbox 360, PlayStation 3 and PC.

Key Features

- **Intense Action Combat in an RPG** – Create your own unique combat style using a dynamic system that delivers some of the most intense and responsive action ever found in an RPG. Seamlessly integrate magic and melee attacks as you take on scores of enemies in grand

fight sequences and finish them off with brutal Fateshift kills that will redefine visceral RPG combat.

- **Open World RPG Design Led by Ken Rolston** – Play your way through 60+ hours of riveting storyline, diverse side quests, and open-world exploration brought to you by RPG guru Ken Rolston (Lead Designer, *Morrowind*, *Oblivion*) and Lead Designer Ian Frazier (*Titan Quest*).
- **Rich Fiction and Storytelling by R.A. Salvatore** – *Reckoning* is set in the *Kingdoms of Amalur* universe and its 10,000 years of deep fiction created by 22-time *New York Times* bestselling author R.A. Salvatore.
- **Art and Action Directed by Todd McFarlane** – Brought to life through the direction of renowned *Spider-Man* artist Todd McFarlane, creator of *Spawn* and Founder of Image Comics, *Reckoning* brings you intense action combat, hordes of gruesome enemies, and beautifully realized fantasy vistas.
- **Choose Your Destiny** – Create your character from dozens of unique skills and abilities, and further customize it as *Reckoning's* revolutionary new Destiny System unlocks powerful new Destinies based on *how you choose to play*. Millions of combinations including skills, weapons and armor allow you to constantly evolve and customize the character that looks and plays the way you've always hoped.

Product Specifications

Publisher: Electronic Arts
Developer: Big Huge Games/38 Studios
Ship Date: February 7, 2012 NA
February 10, 2012 EU
Category: Action RPG
Platforms: Xbox 360, PlayStation 3 and PC