

System Shock 2™

Product Description

Terror meets techno when the evil SHODAN returns to battle gamers in *System Shock 2*, a first-person science fiction/horror role-playing game from Looking Glass Studios. Set in the future, players clash with the rogue AI SHODAN as they explore the mysteries of the frightening techno-world found aboard the derelict starship Von Braun.

Featuring advanced character generation and growth, a variety of skill sets to develop, stunning graphics and highly-advanced AI, *System Shock 2* seamlessly incorporates the immersiveness of the 3D first-person perspective into a deep role-playing game. In addition, a cooperative multiplayer mode allows up to four players to combine their varying skill sets to conquer the horrific SHODAN.

System Shock 2 is being developed by Looking Glass Studios, the pioneers of the first-person role-playing game. No stranger to the genre, Looking Glass' rich role-playing heritage includes the original *System Shock* and *Ultima Underworld* titles, both rated in the Top 20 Games of All Time by PC Gamer. In addition, the original *System Shock* received industry-wide critical acclaim when it was released in 1994 and was rated as the Sixth Best Game of All Time by PC Gamer.

By combining deep RPG gameplay with the most advanced 3D engine ever used in a role-playing game, *System Shock 2* is the ultimate science fiction/horror role-playing game experience. Utilizing the stunning graphics and advanced AI of the Dark Engine (originally used in *Thief: The Dark Project*), *System Shock 2* immerses gamers in an immersive and complex techno-world full of highly intelligent enemies, elaborate weapons models and supernatural psionic powers.

In *System Shock 2*, all character generation and development takes place through a groundbreaking interface that compromises none of the depth of the *System Shock* experience. Gamers pick one of three character classes to join in a unique in-engine character generation system. Throughout the game, players battle SHODAN by developing a combination of weapons, computer hacking or paranormal psionic abilities appropriate to their character class.

System Shock 2 supports up to four players in a cooperative multiplayer mode connected through a LAN or the Internet.

Key Features

- The sequel to the award-winning original *System Shock*, judged by PC Gamer as the Sixth Best Game of All Time
- Rich role-playing game features including advanced character generation and growth, inventory and equipping, and skills and traits development are mixed with terrifying sci-fi horror.
- Three character classes with skill sets including computer hacking, weapons modification and repair and paranormal psionic powers
- Groundbreaking easy-to-use interface
- Advanced enemy AI behaviors
- Cooperative multiplayer for up to four players
- State-of-the-art 3D engine designed to take full advantage of 3D acceleration technology including 16-bit color, colored lighting, variable translucency objects and stunning particle effects

Product Specifications

Developer: Looking Glass Studios

Publisher: Electronic Arts

Category: Role-Playing

Number of Users: 1 - 4

Ship Date: Fall 1999

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