



Backstabbing is for sissies.
Wanna try some backzapping, backblasting
and backnuking instead?

”

No Escape is the result of a desire to introduce console-type no-nonsense fun to the PC, and to combine it with the possibilities of the Internet for delivering live competition and community.

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Tore Blystad, producer and designer

No Escape

- Cartoony colorful graphics
- Hectic fun-packed action
- Many different types of play
- Supports all major 3D-accelerators

ZAP, NUKE AND BLAST!

THE CONCEPT: You are a contender in the TV-show called "No Escape". With all eight players running around on small planets inside a space station, your mission is to steal money markers from your competitors by blasting them with rockets, mines, zappers, atomic bombs, electro bolts and what have you. Once you're loaded with money, run away and see how long you can avoid payback. Every second counts! It's like the game tag, only...quite different.

THE PLANETS: They're so small you can run straight ahead and in less than 20 seconds end up where you started. You see the curving of the horizon, you see the sky move, and you can find your way back to the place where that *!@ opponent of yours ambushed you! There are ghostly planets, industrial planets, ice planets, and -- well -- plain silly ones.

THE CHARACTERS: As a player you can pick from a total of 8 cartoony, wild, over-the-top characters: Lenny Leroi, Agent Massimo, Pei Ling, Hank Hardy, Barry 2000, Lt. Karen Kurtz, Chuck McFlint, and that lovable dearie Bratney.

TYPE OF GAME: Multiplayer Action Online Game

PLATFORM: PC with Internet connection.

MODES OF PLAY: Multiplayer (tag, deathmatch, countdown, capture the flag) across the Internet - with global rating lists - and single-player offline game with bots.

LAUNCH: Autumn 2000

TARGET AUDIENCE: Males 13+

URL: www.noesc.com



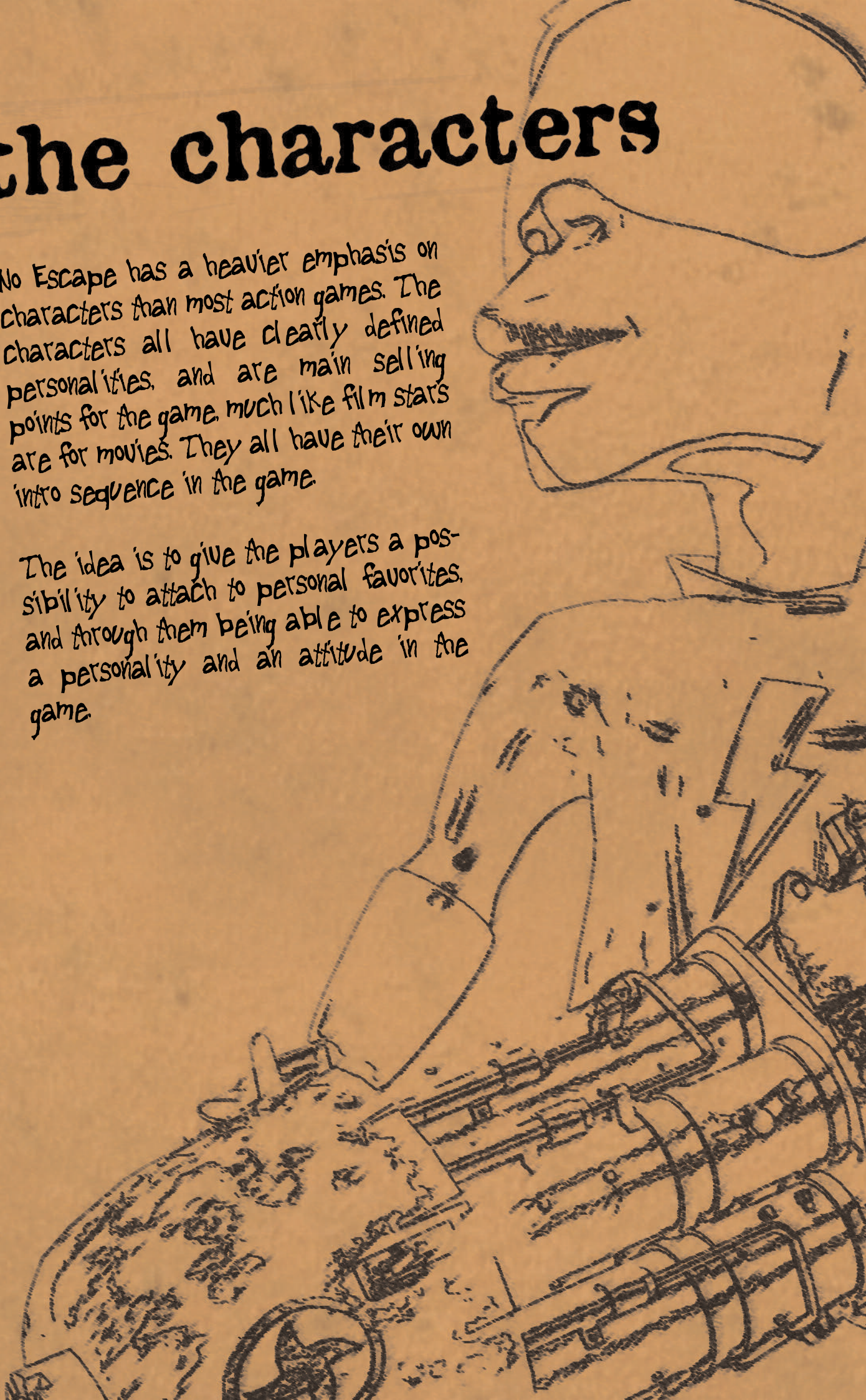
screenshots



the characters

No Escape has a heavier emphasis on characters than most action games. The characters all have clearly defined personalities, and are main selling points for the game, much like film stars are for movies. They all have their own intro sequence in the game.

The idea is to give the players a possibility to attach to personal favorites, and through them being able to express a personality and an attitude in the game.



IT. KAREN KURTZ

"TO SERVE AND PROTECT" IS HER MISSION IN LIFE. AND IF EXTREME AMOUNTS OF FORCE ARE WHAT IT TAKES, SO BE IT.

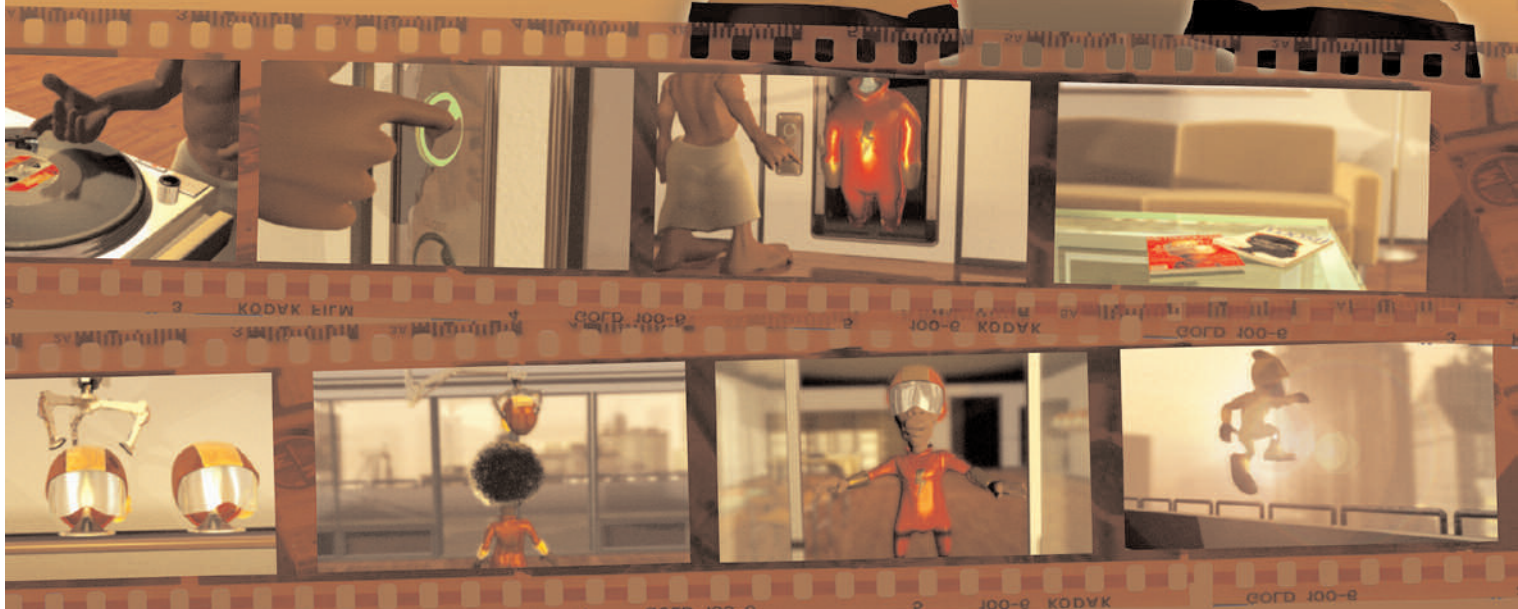
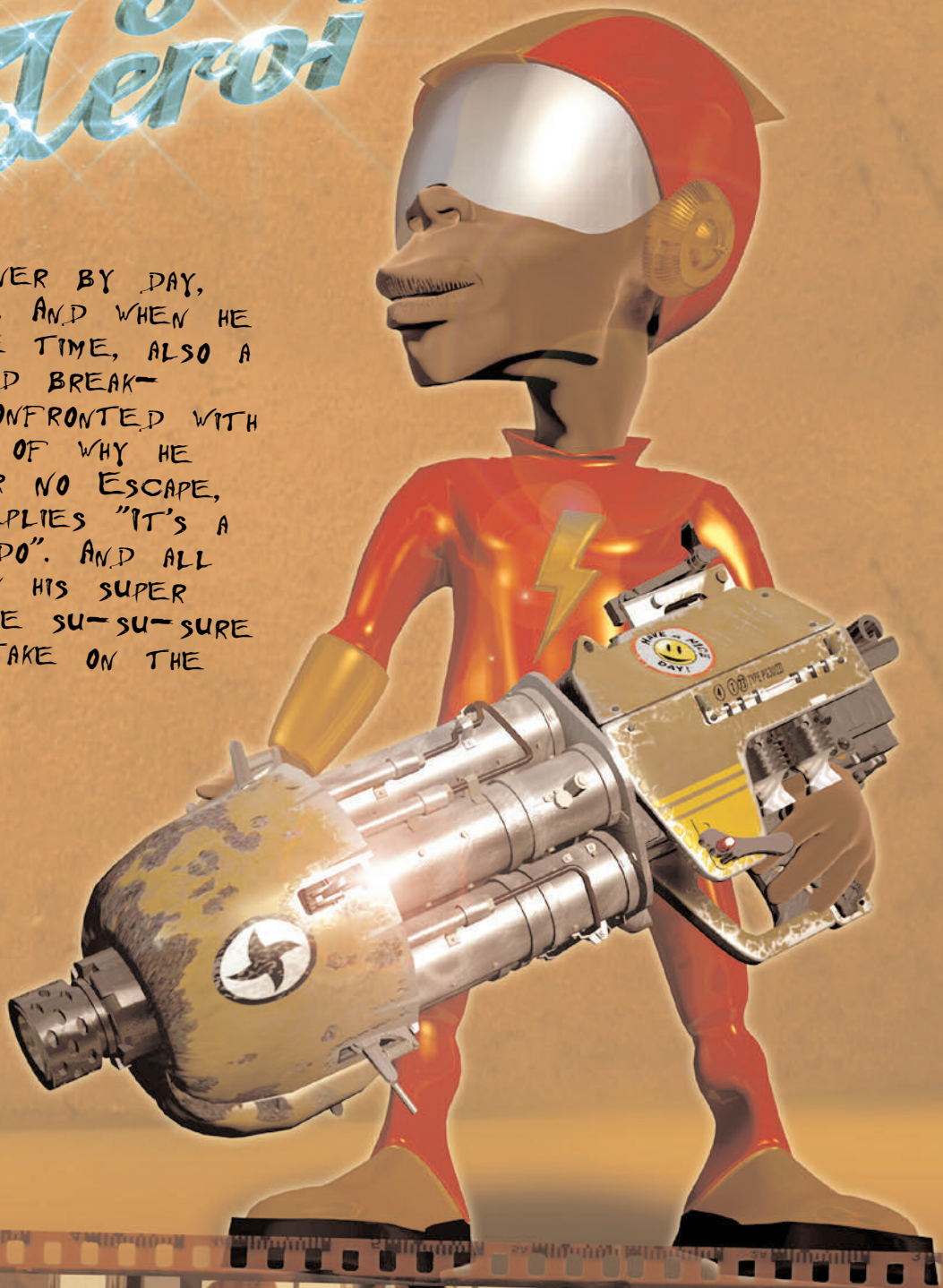
AS A POLICE OFFICER IN BROOKLYN YOU DO WHAT YOU HAVE TO DO TO UPHOLD THE LAW, AND SHE LOVES EVERY HOUR OF IT.

SHE WAS ATTRACTED TO THE IDEA OF JOINING THE SHOW BECAUSE SHE "WANTS TO SHOW THE WORLD THAT WOMEN CAN BE SUCCESSFUL IN MALE-DOMINATED BUSINESS. YEAH!"



Jenny Heroi

FASHION DESIGNER BY DAY,
DJ BY NIGHT. AND WHEN HE
CAN SPARE THE TIME, ALSO A
SUPER HERO AND BREAK-
DANCER. IF CONFRONTED WITH
THE QUESTION OF WHY HE
JOINED UP FOR NO ESCAPE,
HIS MERELY REPLIES "IT'S A
HIP THING TO DO". AND ALL
DRESSED UP IN HIS SUPER
HERO OUTFIT, HE SU-SU-SURE
IS READY TO TAKE ON THE
WORLD.

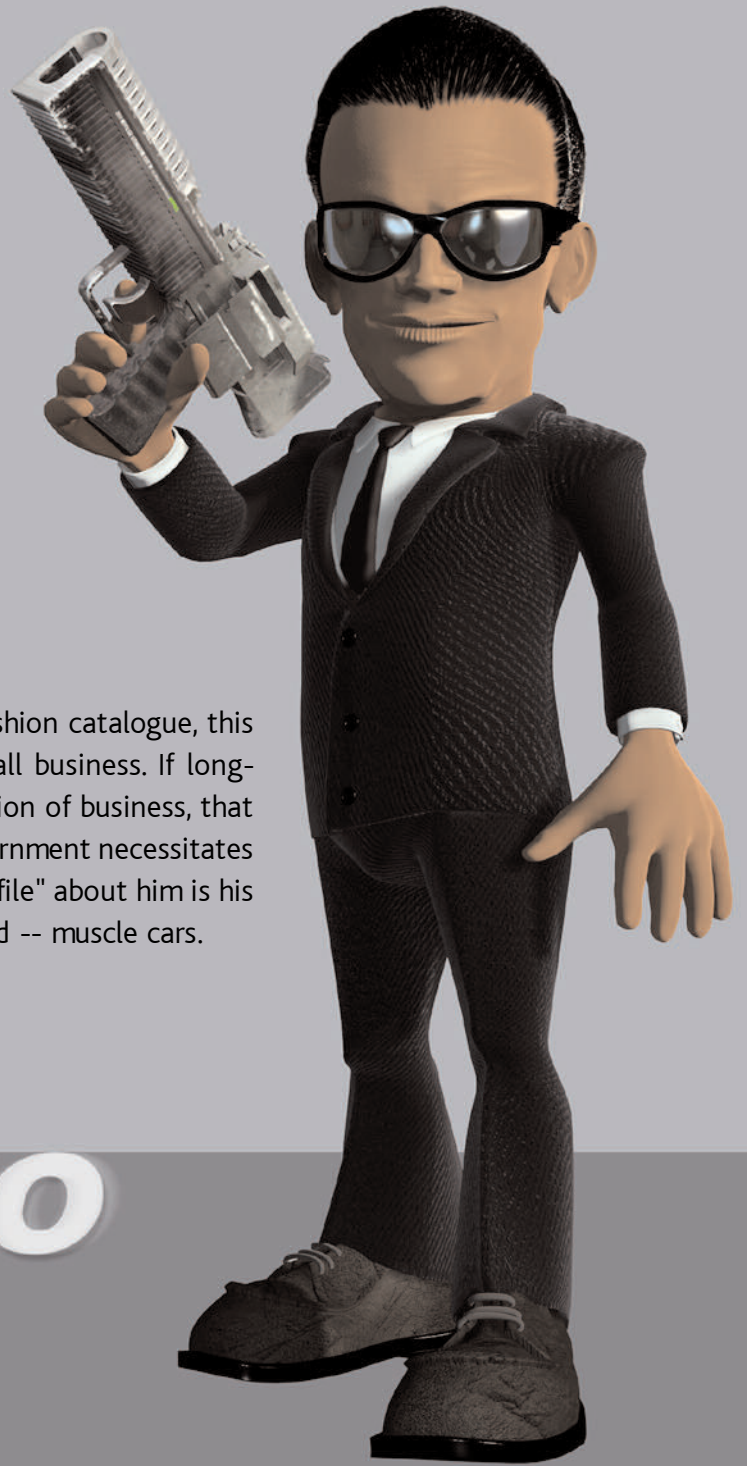


绝世高手



Her maxim? "Chop First, ask later". A daytime aerobics instructor and nighttime ninja, Pei Ling has been forced to enter the TV-show after her aerobics instruction localities where shut down. She eats sushi for breakfast, eastern philosophy for lunch and opponents for dinner. "The way I see it, the other people in this show are mere victims. My victims", she declares. Judging from her cold stare, we're tempted to believe her every word.





If you mix the genes of a leopard, a stallion and a fashion catalogue, this is probably what you would get. Agent Massimo is all business. If long-legged models and life in the fast lane is your definition of business, that is. His occupation as a secret agent for the Italian government necessitates for him to avoid publicity, but the only thing "low-profile" about him is his super powered -- and definitely sleek and low-profiled -- muscle cars.

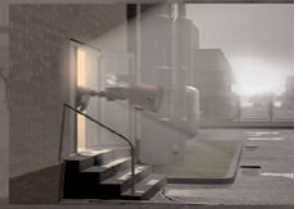
agent MASSIMO



BARRY 2000

THERE'S NO ROOM FOR NICETIES WHEN YOU'RE A CONTENDER IN "NO ESCAPE", IT'S SIMPLY A QUESTION OF WHICH END OF THE GUN YOU WOULD LIKE TO FIND YOURSELF; THE NICE SIDE OR THE OTHER SIDE. AND "NICE" ISN'T EVEN IN THE VOCABULARY OF MOST OF THE CONTESTANTS. WELL. MAYBE IN BARRY 2000'S. BUT AS ALWAYS, HE GOT IT WRONG. HE SPELLS IT K-I-L-L.

THIS LITTLE FELLOW IS NOT OF THE COMMUNICATIVE KIND. HE OBVIOUSLY HAS THE NECESSARY AGGRESSIVENESS FOR THIS GAME, AS HE TRIED TO BITE THE GAME SHOW HOST IN THE KNEE WHEN ASKED ABOUT HIS CREDENTIALS. MIGHTY FEAT WHEN YOU HAVE NO MOUTH.



BRATMEN

A rebel turned militant rock star turned TV-show contestant, Brat regards "No Escape" as an arena for "getting out some aggression". She doesn't believe in discrimination; it doesn't matter whether you are black or white, man or woman, young or old. She hates you just the way you are.





CHUCK MCFLINT
3915789
O-POS USN L
HO. PREF



TEMPORARY GRAPHICS!

THE HIGH RES MODEL
ISN'T MADE YET

HE'S A NOT VERY LEAN - BUT DEFINITELY MEAN - FIGHTING MACHINE. HIS ONLY INSTINCT IS SURVIVAL, AND THAT'S ONE OF THE BETTER INSTINCTS TO COME BY WHEN YOU MAKE YOUR OUTCOME AS AN ALLIGATOR HUNTER IN THE EVERGLADES. HE'S TO HAVE LEFT THE NAVY SEALS "BECAUSE THEY WERE A BUNCH OF SISSIES", AND REGARDS THE SHOW AS A WAY TO GET A VACATION FROM DANGER. "THIS IS LIKE A WALK IN THE PARK" HE DRYLY COMMENTS.



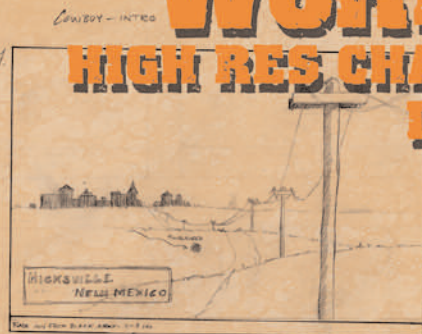
HANK HARDY



GRANTED, HE IS TRIGGER-HAPPY, BUT HE ALSO HAS A LOT TO BE TRIGGER-HAPPY ABOUT. PREFERRING TO LET HIS SIX-SHOOTERS DO THE TALKING, THIS VERY HIREABLE GUN HAS REPORTEDLY JOINED THE TV-SHOW "JUST TO MAKE SOME EXTRA BUCKS". RUMOUR HAS IT THAT HIS STONE-FACED EXPRESSION ISN'T MERELY A GIMMICK; IT'S A NECESSITY OF LIFE AFTER TEN YEARS OF WEARING THE SAME UNDERWEAR.

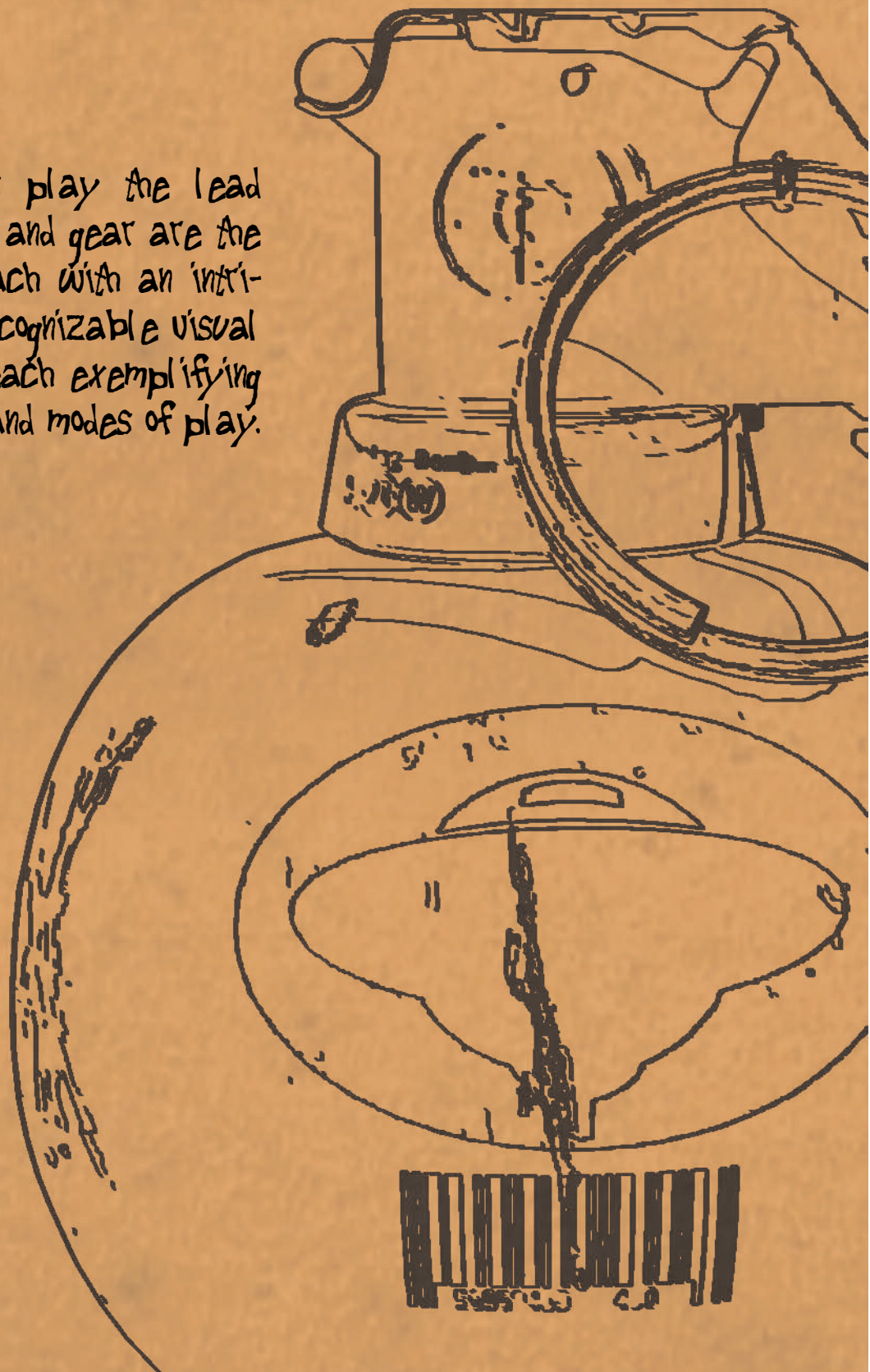
WORK IN PROGRESS

HIGH RES CHARACTER AND INTRO CURRENTLY IN PRE-PRODUCTION..



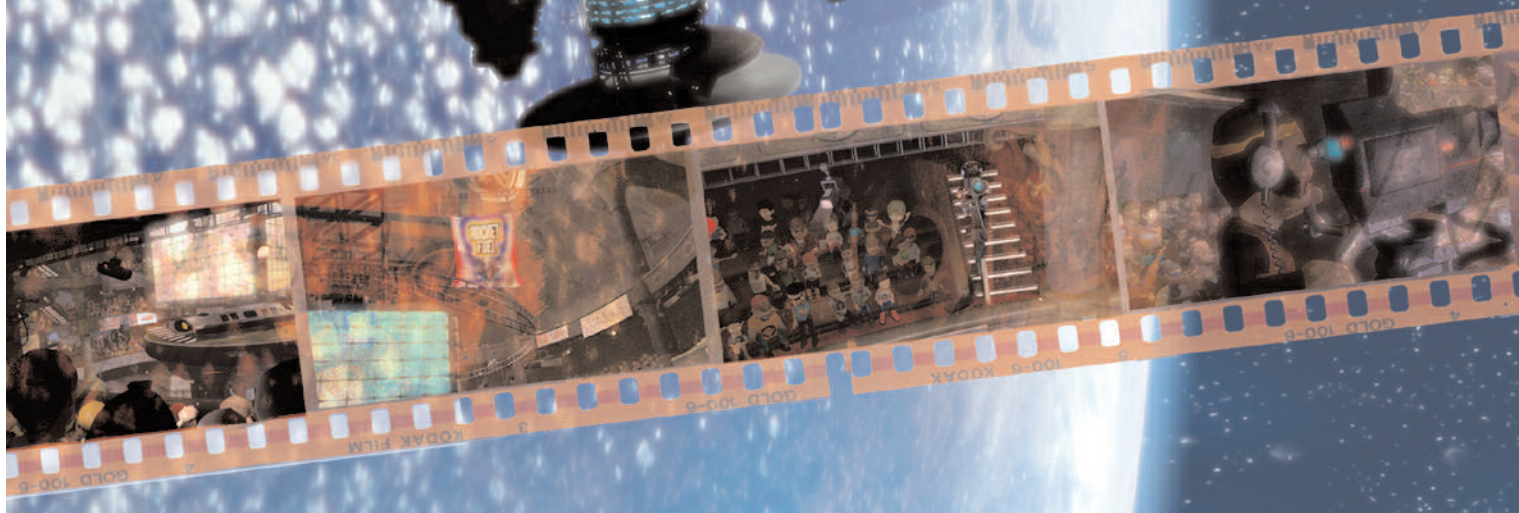
the gear

If the characters play the lead roles, the weapons and gear are the supporting cast. Each with an intricate and easily recognizable visual appearance, and each exemplifying types of strategy and modes of play.



setting

To escape the limitations set by gravity, the show is recorded above the atmosphere. The studio is a giant space station, containing all the mini-planets. Luxurious space limos bring the contestants into orbit.



FEATURES NOT YET IMPLEMENTED

-Game modes: Regular team play, "Capture the flag", Classic death match, "tag", and "countdown".

-Network: matchmaking, global rating lists, multiplayer optimization

-Bots: adapt them to play new game modes, "personality" (each character will behave differently), difficulty settings tweaking, and tweaking in general.

-Menu system: will be beefed up content-wise

-Single player mode: will resemble the multiplayer mode, only with bots. We will probably have the player win against the bots before advancing to the next planet, to give it a progression. Our focus has always been Multiplayer, and the single-player is kind of an add-on.

-System requirements: The game will be optimized so that it can be played on a more suitable target machine (still unknown exactly what specs, but it should be possible to go quite low)

- Other screen resolutions: for high end computers..

-Skins on characters: Each character should have at least 3 skins (textures)

-Character animation: especially carry weapons anims, and being hit by misc weapons anims. The characters are also supposed to have their own player-triggered "signature move"

-On-characters special effects from Items (double damage, shield, heat shield, invisibility..) (might be environment mapping)

-Character Intros: 2 is complete, 2 is approximately 80% done, and the final 4 is approximately 25% done.

-More levels (15-30): we have 14 levels today, of which 10 will be readdressed and tweaked (not much work if left). They consist of approximately 10 different graphics styles ("classic" themes like catacombs, swamp, countryside, snow etc) and we think this is enough styles for the rest of the levels too, which means that the rest of the level production should go quite smooth. (It's usually coming up with the graphical style that takes the most time)

-Animated water with ripples etc. in-game.

-Weather effects: rain, snow etc. Hopefully with tracks in the snow, including the impact this has on the gameplay :)

-Impact effects on characters: being fried (turn black with only the eyes left), electrocuted, only shoes left smoking on the ground etc.

-Intro voice-overs: The game intro and the character intros will have voice-overs.

-Voice-overs ingame: cheering and booing, info-voices telling you what is happening (picking up stuff, being hit, ..) . Perhaps also a running commentary.

-Character Voices ingame: the voices that's currently in the game are temporary, done by people in-house. they are only there for us to test the concept of having them talk a lot.

-Music: we will test the game with background music, but the feedback we're getting is usually that there is enough sound as it is.

Feedback to player: the player will get a lot more feedback visually about how he's doing in the game (position, energy, ammo, current weapon)

