



„Sacred 2 – Reloaded“ featuring
NVIDIA PhysX

Product Summary



Title: "Sacred 2 – Reloaded"

Release Date: end of March 2009

Genre: Action Role-Playing Game (ARPG)

Platform: PC

Rating: 16+

Developer: Ascaron Entertainment

Publisher: Koch Media (PAL), US (CDV)





NVIDIA PhysX features

NVIDIA PhysX enhanced the following parts of Sacred 2:

- Hero characters' Combat Arts boosted by NVIDIA PhysX effects (two combat arts for each hero as listed below)
- Boss monsters effects boosted by NVIDIA PhysX effects: Stone Golem and King Scorpion
- Stones and leaves are spread out in the world and can receive impact by wind or players' Combat Arts
- Variable wind depending on region and weather enhances the real world simulation to a high degree



NVIDIA PhysX features

Each character now features two Combat Arts enhancements by NVIDIA PhysX in addition to the existing non-physics effects. These are displayed in either particle spawn or surrounding effect, some of them even in both.

The main benefit is visual feedback the player gets. This is on one hand simply more visual feedback by the enhanced effect itself and on the other hand the impact on the surroundings, affecting area objects like stones and even other players' Combat Art effects.

Watching these significantly increases the feeling of being a hero in the world of Sacred 2 – Fallen Angel, as your force and your capabilities and their effect are now shown much more explicitly in the world you are playing in.



New Content / Features

New content/features



- Additional region:
 - Ice region as permanent part of the world (former Christmas isle)
 - New quest chain
 - New enemies



New content/features



- Additional items:
 - New sets for armors
 - New mini sets, beginning with 3
 - parts, also dropping at low levels
- A total of 13 mini bosses
 - 3 new mini bosses
 - Each boss monster now has a quest





New content/features

- Pause mode for single player implemented
- Control function for minions/hirelings:
 - Attack range
 - Attack mode
 - Target selection
- Achievement system similar to the Xbox has been implemented
- A new easter eggs
- Hardware cursor implemented (improves performance on older PCs)
- Level-of-detail-system to improve general Performance



New content/features

- When starting the game the first time graphics settings are “medium” rather than “high” (better for older *machines*)
- Auto-updater for simplifying updates (since hotfix 3)
- Quick save function added
- The options menu is now available in-game (except graphics, which requires getting back to the main menu)
- Travel has become more comfortable:
 - 8 new portals spread over the world
 - [F12] key enables respawn at last activated soul stone
 - Portals in cities are now unlocked and activated when you discover the location



New content/features

- Font has been optimized for the PC Version for menu and POI messages
- New options for settings of NPC, enemy and hero comments
- Rotation of heroes in customizing/character select screen
- Team teleport on World Map is now possible
- Optimized inventory arrangement for every hero
- Optimized graphical display of quest book



NVIDIA PhysX Features

NVIDIA PhysX features - Dryad



This is the line-up of the heroes' Combat Arts and boss monster spell effects enhanced by PhysX:

Dryad

Edaphic Lances ground objects are pushed away, stones are thrown out of the ground

Dust Devil stones emerge and are drawn into the cyclones with other objects nearby

NVIDIA PhysX features - Dryad



Edaphic Lances



NVIDIA PhysX features - Dryad



Dust Devil



NVIDIA PhysX features – High Elf



High Elf

Incandescent Skin particles are spawned in a large collapsing cyclone; after that the hero leaves a trail of particles on the ground as long as the Combat Art is active

Glacial Thorns the ice projectiles now blaze a trail of crystal-like particles behind them



NVIDIA PhysX features – High Elf



Incandescent Skin



NVIDIA PhysX features – High Elf



Glacial Thorns



NVIDIA PhysX features - Inquisitor



Inquisitor

Frenetic Fervor particles are spawned in a large cyclone; after that the hero leaves a trail of particles on the ground until the effect of the Combat Art runs out

Mortifying Pillory a large wave of particles is shot out in a semi circle when launching at a certain target



NVIDIA PhysX features - Inquisitor



Frenetic Fervor



NVIDIA PhysX features - Inquisitor



Mortifying Pillory



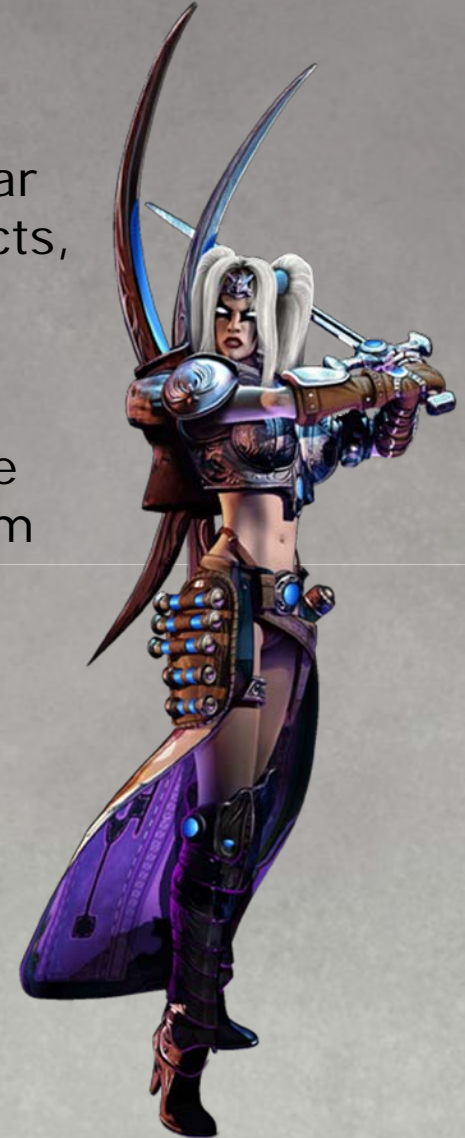
NVIDIA PhysX features - Seraphim



Seraphim

Radiant Pillar the pillar spawns particles in a circular area and pulls in these as well as any nearby objects, making them ascend orbiting around it

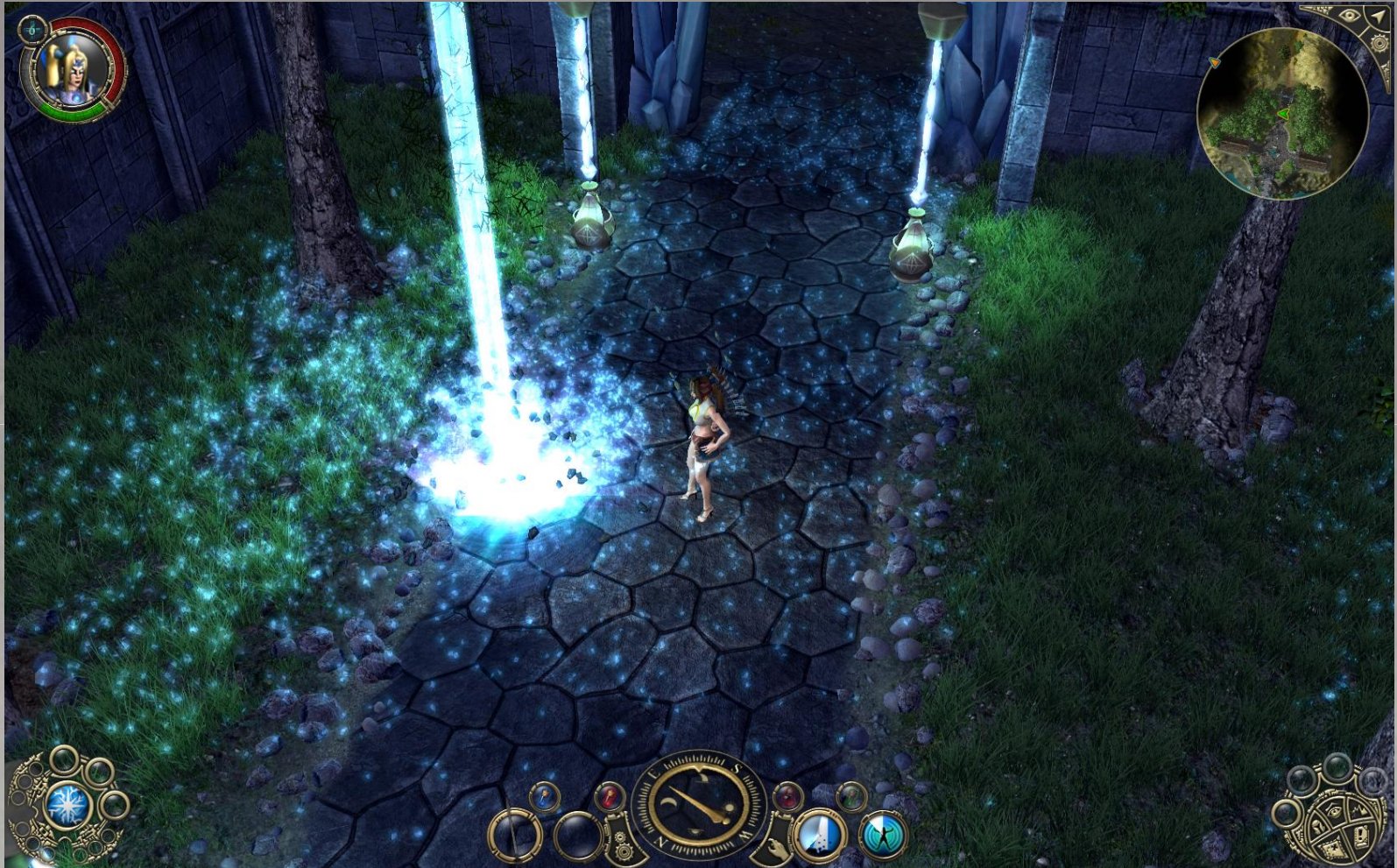
Flaring Nova the shockwave now spawns a massive amount of particles on the ground and pushes them away with immense force



NVIDIA PhysX features - Seraphim



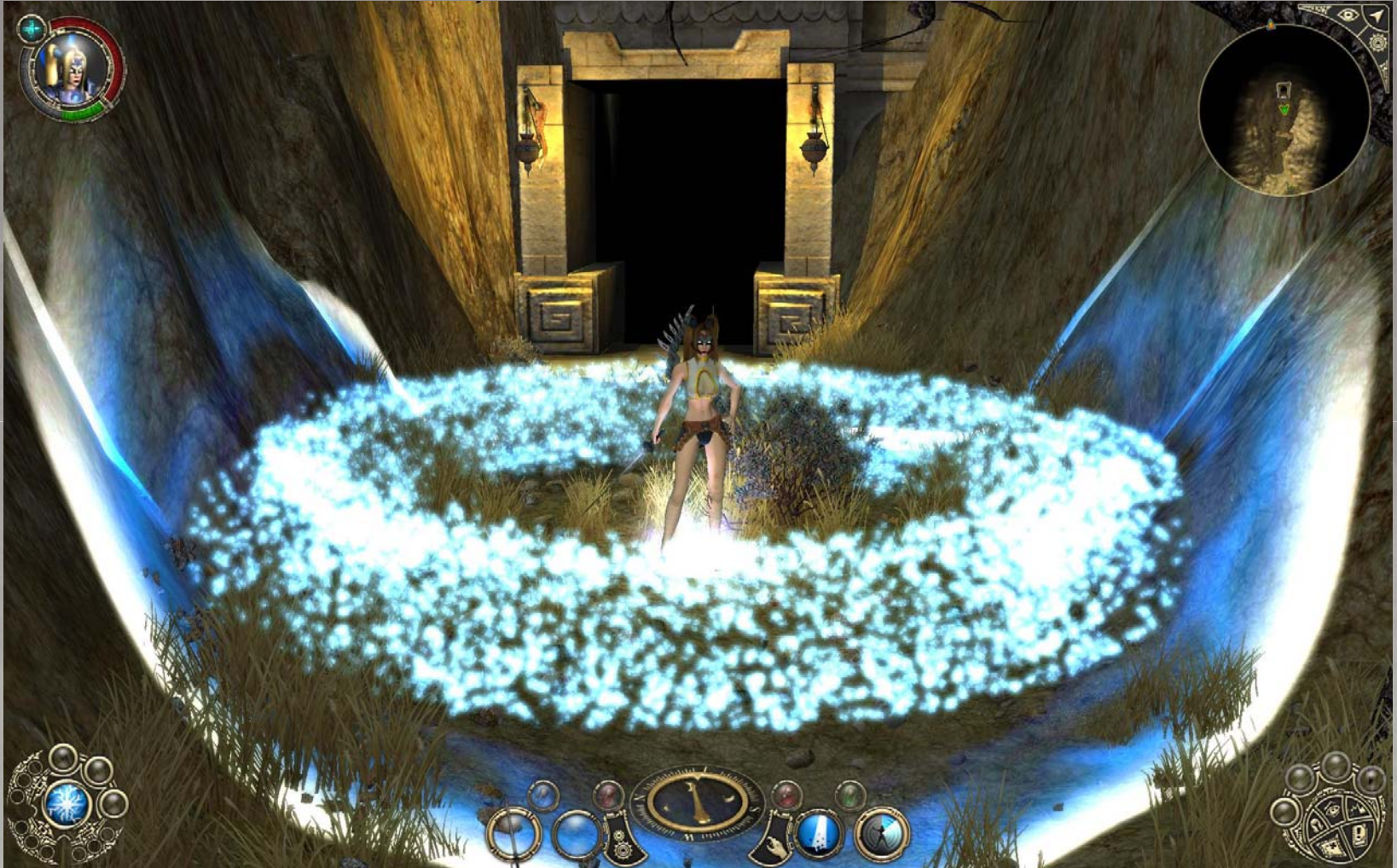
Radiant Pillar



NVIDIA PhysX features - Seraphim



Flaring Nova



NVIDIA PhysX features — Shadow Warrior



Shadow Warrior

Nether Allegiance summoning the skeletal companions resolves in a particle explosion at the end of the effect and having the minion skeletons trail particles from the capes

Augmenting Guidon the center of the pennant sprays particles like a geyser, marking a circular area and resolving in an implosion pulling its surroundings in

NVIDIA PhysX features — Shadow Warrior



Nether Allegiance



NVIDIA PhysX features — Shadow Warrior



Augmenting Guidon



NVIDIA PhysX features — Temple Guardian



Temple Guardian

T-Energy Shroud after an initial particle spawn the force field now repels and pushes away all objects in the hero's path, leaving behind a cleared path

Untouchable Force particles are spawned once when launching, after that a repetitive spherical pulse pushes away all objects nearby as long as the Combat Art is active



NVIDIA PhysX features — Temple Guardian



T-Energy Shroud



NVIDIA PhysX features — Temple Guardian



Untouchable Force



NVIDIA PhysX features – Stone Golem



Gar'Colossus (Stone Golem)

Earthquake a punch into the ground launches a shockwave of particles as well as a large wave of stones in addition to the prior screen shaking effect

Stone shot stone bullets fired from the boss now have an impact of a stone explosion where they hit any surface



NVIDIA PhysX features – Stone Golem



Earthquake



NVIDIA PhysX features – Stone Golem



Stone shot



NVIDIA PhysX features – Giant Scorpion



Garganthropod (Giant Scorpion)

Dust Cloud the spit out dust cloud now consists of stone particles that are thrown towards the hero



NVIDIA PhysX features – Giant Scorpion



Garganthropod (Giant Scorpion)

Normal movement the scorpion's movement constantly stirs up a large amount of stones and debris when he is moving

