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MADDRAK

Maddrax is an extremely successful novel series consisting of some 60 novels and comic books. As a science fiction and horror crossover it combines the fascination and thrill of both genres in one series.

Story

In the year 2012 earth is threatened by the imminent impact of the gigantic comet "Christopher-Floyd". A squadron of fighter jets led by the pilot Matthew Drax is sent out to observe the effects of earth's last hope - a barrage of long range nuclear missiles launched from an interstellar space station. The attempt fails and the comet hits earth. The resulting impact hurls Matthew Drax and his squadron 500 years into the future leaving them stranded in a reality radically changed as a result from the comet hitting earth.



It is the 25th century. The pilots witness the remainders of huge glaciers - the end of an ice age. Matthew Drax crashes and is rescued out of his crashed jet by the barbarian woman Aruula. Aruula - a skilled sword fighter and psychic talent - accompanies the pilot. Together with his female companion Matt experiences amazing adventures while trying to make sense of a world where most human societies have degenerated and many creatures have mutated to furious monsters.

The Game

Maddrax The Game will be a 3D action adventure featuring adventure as well as action parts. Depending on the chapter of the game the player will control either Matthew Drax or Aruula. Matthew Drax will be played from a first person view allowing the player to use modern weapons and machinery. Aruula will be played from a third person view making the best use of her swords fighting skills and psychic talents.

In multiplayer game mode two players control one of the characters in a cooperative mode making this game unique. According to their special strengths and weaknesses the individual characters will not be able to use some of the objects found in the game. The players therefore need to work together in order to complete the given puzzles and levels.



EXPOSÉ



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Key features

- high quality story and dialogs written by professional authors
- stunning atmosphere due to cutscenes and similar elements
- modern 3D engine with
 - realtime shadows
 - T&L support, vertex/pixel shader optional
 - innovative landscape engine (www.highlandwarriors.com)
- two characters played in first person and third person view with different actions
- RPG like character improvements
- includes many special features e.g. riding on a mutant grasshopper or driving a flying tank
- cooperative multiplayer mode with complete storyline
- cross marketing opportunity with the publisher of the novel series due to 50th anniversary
- suitable for PC and consoles
- 3D sound with EAX support



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Marketing

- due to the 50th anniversary of the novels publisher Bastei-Lübbe there will be a lot of opportunities for cross marketing
- Bastei-Lübbe will release a special Maddrax comic
- Like other novel series from Bastei-Lübbe (e.g. John Sinclair and Jerry Cotton) Maddrax will be released in several other countries (including US and UK)
- additional artwork for POS and other marketing purposes can be provided



Possible platforms

PC: Our engine is capable of using the power of high-end PCs as well as running on slower machines.

Xbox: Thanks to our good relationship with nVidia and the current state of our engine a conversion can easily be done.

PS2: Although our engine isn't supporting PS2 yet Renderware could be integrated as render layer. Thus a PS2 version could be delivered in reasonable time.

Gamecube: Possible, but regarding the target audience not a preferred platform.

PC and Xbox are preferred development platforms.

Timing and Pricing

The PC version is scheduled for Q4 2003. The release date of the second platform depends on the agreed platform. The minimum payment for two platforms is 1.5 million US\$ (as royalty advance) +20% in royalties.

System requirements

PentiumIII 800 MHz

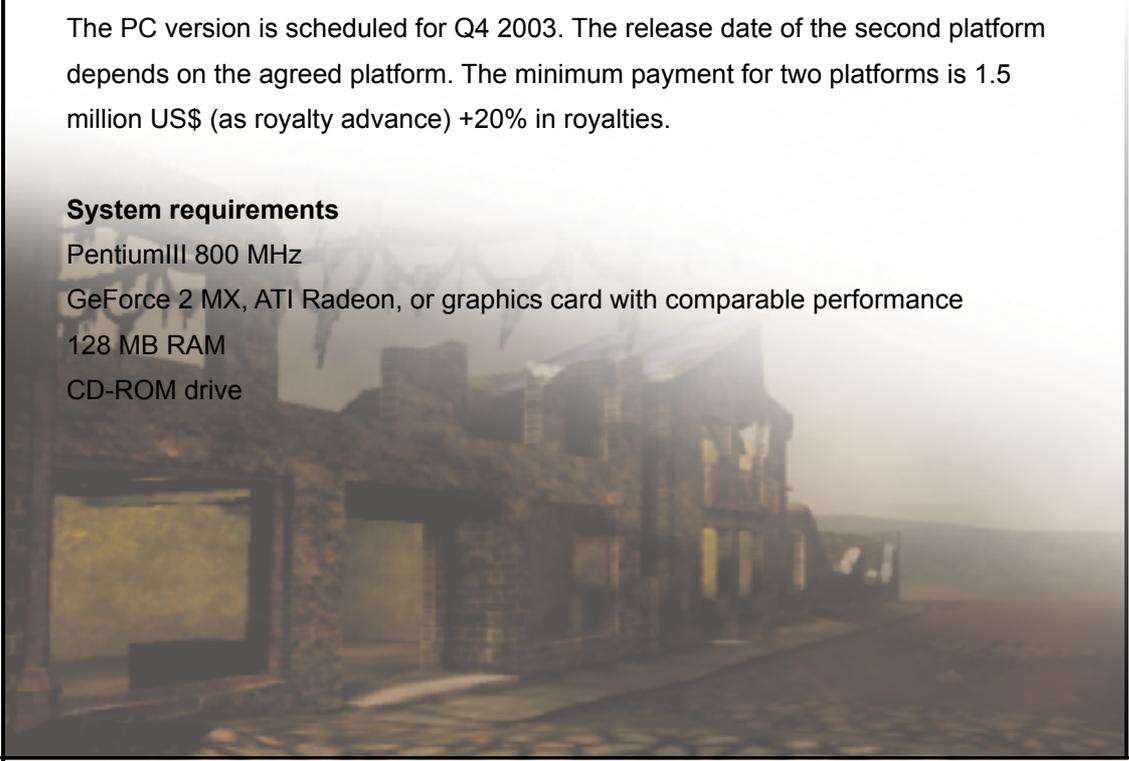
GeForce 2 MX, ATI Radeon, or graphics card with comparable performance

128 MB RAM

CD-ROM drive



FACTS





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Comparison

	Maddrax	Indiana Jones	Tomb Raider 6
Genre	3D action adventure	3D action adventure	3D action adventure
Publisher	TBA	LucasArts	Eidos
Developer	i3D/Soft Enterprises	The Collective	Core Design
Release	Xmas 2003	Fall 2002	Xmas 2002
Platforms	PC and at least one console	PC, PS2, Xbox	PC, PS2
Levels	30+ levels	10 levels	TBA
Playable characters	1 male, 1 female	1 male	1 female
Multiplayer	Coop multiplayer	no	no
Perspective	1st and 3rd person	3rd person	3rd person
Story mode	yes	yes	yes
Fighting action	Sword, barbarian, and modern weapons	Fists, whip, and projectile weapons	Projectile weapons
Vehicles	Flying tank, riding beasts	No	No
Character improvement	Yes	No	Yes
Setting	Maddrax universe	Historical	?
Character polycount	10,000	TBA	5,000
Weather FX	Yes	TBA	Yes



EXPOSÉ

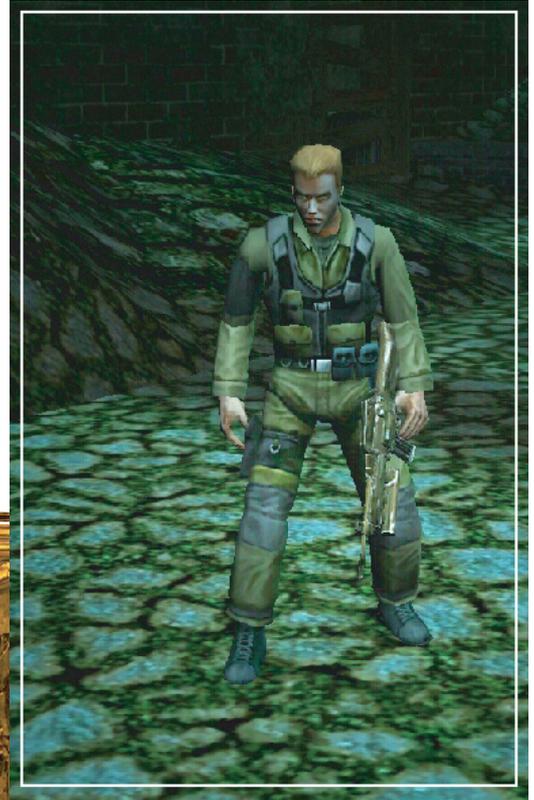


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GRAPHICS

