

ENERGY HEROES


PRESS PACK
ALPHA



OUTLINE

Energy Heroes is a multiplayer video game which intends to let gamers experience the accuracy of a TPS and the strategic elements of a MOBA, defining itself in an unexplored style: The MOSS (Multiplayer Online Strategical Shooter).

Embodying a mercenary fighting for the highest bidder in a futuristic universe, players will have the choice between various characters with specific gameplay. They will have to take advantage of the skills and weaponry to lead their team to victory.



On board an SCD spaceship, two teams of 3 mercenaries roam across the large spacecraft corridors, confronting each other to destroy the opponent's base. In order to do so, players will have to use every advantage of the corridors (by taking cover, and using different doors), manage his ammunition and equipment strategically to contribute to their team's victory.

Energy Heroes also offers original secondary goals, such as base development: players will have to use resources in stockrooms to collect the Energium and have the buildings evolve (towers and energy gates). All together, this brings the game to a new dimension which won't have tearing apart the enemy base as the sole purpose.

CHANGE THE WAY YOU FIGHT!

GAME SYNOPSIS

In some distant future on the lush planet Syrh, two factions: The Quen'Ory and the E'Nyhm once united are now divided in the midst of a conflict over control of a precious ore, Energium.

Between jealousy and competitive spirit, the two factions started to face one another dragging with them mercenaries and adventurers from across the universe.

The Awakened council, aware of the risks such a war implied, prohibited any direct confrontation between the two factions.

To prevent any workarounds and defend their interests, this council decides to call in the SCD, a corporation specialized in advanced mercenary services.

To address their needs, the SCD recruits new mercenaries and sends them on board of its training ship where they get ready for an upcoming clash on Syrh.

KEYS GAME ASPECTS

On top of mastering the skills and various weapons of their mercenary, Energy Heroes players will have to strategically manage the many subtleties of a multi-level dynamic 3D map.

To succeed, each team will have to defeat the henchmen, get by the watchtowers and tear down the main building of their opponent. To get it done, players will use long range weaponry as well as sprint and cover up moves.

- As a mercenary: be a shrewd strategist, master the skills and weapons of your character, use it to challenge and overcome your enemies. Watch out, your every action will impact your whole team.
- Smartly manage your ammunition, choose the best gear, and become unstoppable.
- Collect some Energium and use it to boost your buildings performance to rise the defense capacity of your team.
- Delve into SCD spacecraft corridors, discover each and every trick and shortcut hidden within to outpace and overtake your enemies.

- A creative and immersive universe: offering a combination between comics and science-fiction, Energy Heroes brings up an uncommon universe matched up with a harmonious graphic style well rooted in the game's own identity.
- Race archetypes: the game sphere is enriched by three races (Humans, Nelmas and Jorvaks) each of them featuring their own unique characteristics which impart a strong identification and continuity to each mercenary.
- Distinctive game entity: Each game entity has a specific layout and visual identity to easily distinguish them from other elements.

Produced with the well-known utterly developed games engine Unreal Engine 3, Energy Heroes is distinguished by coherent colors and contrasting visuals stirring together though the studio's own graphic style with a touch of comics in a rich and deep science-fiction universe.

To create an enjoyable immersive experience the graphic design is finely tweaked and tuned to be consistent with both scenario and gameplay in the most harmonious way.

A WIDE VARIETY OF MERCENARIES



Players will get to choose one soldier of fortune between seven available. Each of them with background and characteristics settled accordingly to their specific race and traits: Humans, Nelmas (slender and blue toned skin creatures) and Jorvaks (heavily muscular and simple minded species).

Mercenaries also have standard gear and a weapon able to inflict either physical or energetic damage. The players will be enabled to complete their armory with additional weapons available in the store (same damage, not pay to win, mainly skins).

- A wide variety of mercenaries: to preserve consistency between characters graphic design and scenario, race archetypes have been created. Each mercenary has specific traits from the race he belongs to, enhanced by elements of their history.
- Complete your mercenary armory: Choose new weapons within a selection.
- Stand out from the crowd: customize the appearance and story of your mercenary with a range of available skins.
- Increase agility and swiftness through victories. You will be rewarded with Energium each time you win a game, use it to purchase modules, new mercenaries and better weapons which will improve your in game ability.

ENERGY HEROES QUALITIES



As a conclusion on Energy Heroes, players will enjoy the numerous off game functionalities, as well as in game ergonomic interface redesigned to provide improved visibility during actions.

- A plain and clear game interface: designed to display essential elements of the game (health or ammo for example). It grants a large in game sight to players while allowing them to quickly display needed information.
- A flexible scalable interface: in the long run the interface will be fully customizable by players according to their tastes and needs.



By creating an account, players will be able to:

- Develop their account, game after game and monitor progression.
- Access new game modes and improvement modules as they progress along the game.
- Overcome challenges and fulfill special missions to earn extra resources and gifts.
- Invite their friends and create groups to play together.
- Take their time to choose their characters and allies before getting into the game with our new matchmaking system.

ABOUT THE STUDIO



After the success of our mobile game Aukdyssey, DSC Studio22 team was eager to renew its work, surprise and dare innovation.

Driven by this inspiration we challenged ourselves to produce an original high standard game named Energy Heroes.

To take up this challenge, our team of eight hard working game enthusiastic employees put all its creativity in this project to present a new style of game: The MOSS.



Energy Heroes is a fascinating project fraught with pitfall which deeply matter to us. Every day the team outdoes itself to bring up a new gaming experience.

We wish this game to be accessible to the widest possible public, highlight the French creativity beyond borders and share our passion for video games.



Game Producer :
Yannick IMPOSTI

Game Design/ Level Design :
Yannick IMPOSTI

Programming :
Romain BIENKOWSKI

Graphic Design :
Thierry HAIBACH,
Mélina DAGAND, Arthur MARIANELLI, Julien PLARD

Communication & RH :
Johanne BRUNET

GAME CHARACTERISTIC

TITLE: Energy Heroes.

CATCHPHRASE: « Change the way you fight! ».

FORMAT: PC.

GAME MODE: Online Multiplayer.

TYPE: Shooter/Strategy.

RELEASE: Alpha – July 15th 2015.

PRICE: Free download.

CLASSIFICATION: Not yet available.

GAME ENGINE: Unreal Engine 3 - Epic Games, Inc.

SYSTEM REQUIREMENTS*:

Windows XP SP3 and following, processor 2.0GHz, 2GB RAM, a graphic card supporting Shader Model 3.0.

EDITOR: DSC Studio22.

DEVELOPER: DSC Studio22.

** Those minimum requirements might change in the future.*

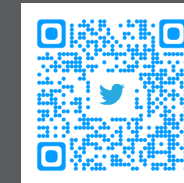


ENERGY HEROES – WEBSITE:
www.energy-heroes.com

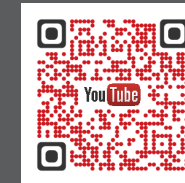
DEVBLOG:
devblog.energy-heroes.com



energyheroes.thegame



[@EHGame_Official](https://twitter.com/EHGame_Official)



[user/energyheroes](https://www.youtube.com/user/energyheroes)

CONTACT PRESS:
Johanne Brunet
johanne-brunet@dsc-studio22.fr

375 avenue de Tivoli - Bât H
33110 Le Bouscat - FRANCE



D S C
STUDIO22

375 Avenue de Tivoli - Bât H - 33110 Le Bouscat
05.57.10.42.38 - contact@dsc-studio22.fr - dsc-studio22.fr
Copyright © DSC Studio22, 2011 - 2015 - All rights reserved