

Culpa Innata II: Chaos Rising – Release Date: Fall 2009

Momentum A.Ş. proudly announces the widely anticipated sequel to **Culpa Innata™** and the continued adventures of Phoenix Wallis.

Welcome to the Resistance and the Dark World of...



Odessa, 2047

In **Culpa Innata™**, gamers first met a young ambitious peace officer, Phoenix Wallis. While investigating the murder of a World Union citizen, Vassily Bogdanov, she not only identified the murderer, but also discovered a strange Virtual Reality (VR) device at the heart of a vast criminal enterprise. At the end of **Culpa Innata™**, the success she had always craved was near. But life and events are rarely that simple. Faced with growing disillusiones with the World Union, lingering questions about her past, and ultimately her future in this perfect society Phoenix arrives at a decisive point in her life. What of the mysterious Renovators and other strange events? And then there are the increasing nightmares, clouding her mind with unanswered questions about her past. What does it all mean?

Case closed? Not for this intrepid young woman.

Culpa Innata 2: Chaos Rising begins with Phoenix's journey to the heart of chaos and resistance, the Rogue States, armed by a deceptively simple mandate. Meet the Russian detective in charge of the case, take custody of the captured murderer and transport him to the World Union to face ultimate justice. However. Phoenix is not the same young woman who started this investigation and what began in Adrianopolis follows a wild and unpredictable path to surprising conclusions.

Play as both Anatoly Pavlov, the cynical survivor of societal collapse and the disillusioned yet politically naive Phoenix Wallis. Deeply bound by mysterious events, Anatoly and Phoenix will encounter obstacles far more challenging than ever before, testing their courage, determination and wits as they seek the truth hidden beneath the worlds that they know.



Phoenix Wallis



Anatoly Pavlov

Culpa Innata II: Chaos Rising, the sequel to **Culpa Innata™**, is built with Momentum's newly designed in house 3D engine. Our newest facial and movement animation technologies utilizes prior patented work, new innovations and blend shape techniques to excellent use, as the game features 75 plus, personable characters that players will frequently engage in dialogue and interactions throughout their personalized gamepath.

Inspired by critical and player enthusiasm for the unique dialogue based challenges of **Culpa Innata™**, we have pushed the creative envelope to expand our use of such challenges in new ways that create a unique character driven intimacy and emotive connection for gamers. We have created unique challenges that push the creative envelope and explore a deeper range of possible gameplay dynamics between two playable characters.

The game will also feature additional organic obstacles ranging from logic puzzles to hi-tech gadget manipulation, inventory challenges, multi-solve and crypto-puzzling.

Choice driven non-linear gameplay is center stage in **Culpa Innata II: Chaos Rising**, supported by flexible pacing and accessible perception of choice impact.

Wide-open environments for exploration, 65 plus unique in game locations & a wide variety of plot relevant side quests are added to help create a unique player-built gaming experience.

At a Glance Game Features:

- Two playable characters
- Integrated challenges including: Uniquely designed dialog based challenges, inventory applications, high tech gadgetry, & game wide integrated complex puzzling.
- Intuitive dialog system, featuring player directed branching paths
- Click and go character control, user friendly mouse driven interface
- Interactive smart cursor, dedicated exits
- Interactive map
- Gameplay Created In Game Journal & Hints Guide
- Non linear gameplay: in-game actions affect future outcomes and give each player a unique experience
- Detailed optional player activities & side quests
- Intuitive choice driven game events
- Professional Recordings, Mastering and Voice actors
- Fully integrated Environmental 3D audio and sound effects
- Original sound-track
- Choice driven Alternate Endings

Additional Technical Features

• Dynamic Enhanced Cinematic Experience

- New Advanced player friendly camera movement / animation (cinematic)
- In-game engine rendered cinematic sequences for seamless graphics integration
- 16-9, 4-3 resolution support (including laptops)

• Enhanced Character Animation

- Natural lip-sync with Language Independent Speech
- Novel Emotion Recognition system: Facial expression animation driven by automatic emotion recognition from speech
- Multi layered Facial Animation System
- Realistic Facial Expression Animation
- Cloth and Hair Animation
- Motion Capture Character Animation
- Hardware-accelerated Skinning and Blendshape Animation
- Parallax Occlusion Mapping
- Advanced Subsurface Scattering for Hair and Skin Shading

• Graphical Engine Highlights

- Multi Processor/core support
- LOD (Level of detail) for maximum performance.
- Several point/spot lights and directional lights affect shaded objects and cast shadows.
- High Dynamic Range rendering and post processing effects such as bloom and depth-of-field.
- High quality real-time shadow rendering, using proprietary shadow map resolution-boost method.
- Real-time, in game light shaft rendering with soft shadows & reflection rendering.
- Transparency handling with alpha-blending and sorting.
- Pixel based Motion Blurring
- Parallax and Normal Mapping



About Momentum

Momentum's mission is to identify and develop core technologies to create novel solutions in the digital entertainment, communications, and education fields worldwide. With substantial in-house expertise dedicated to state of the art digital signal, image and video processing, Momentum has been granted US and EU patents for their innovative 3D facial modeling, animation, and motion capture technologies.

Windows-based tools have also been developed and updated to efficiently author PC games, game-based learning and entertainment systems. Their design is based on the experience gained during the development of their game project, **Culpa Innata™**, now taken to a whole new level with their new project, **Culpa Innata 2: Chaos Rising**, due to be released in Fall 2009.

Contact Details for Culpa Innata™ Series

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