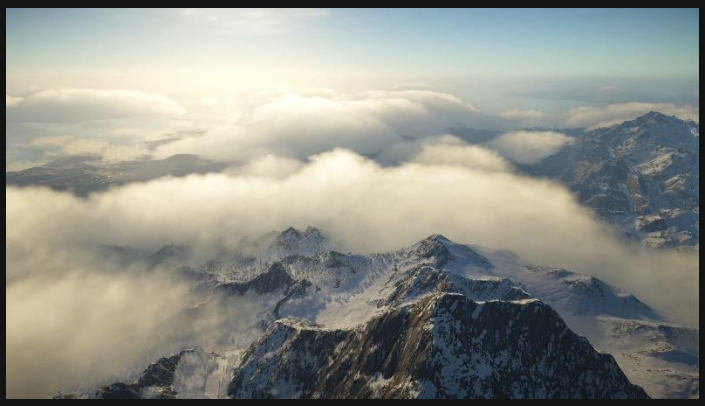
DEV ARCHIVES:

THE GAME AWARDS 2020 TRAILER COMMENTARY (FULL VERSION)

The commentary by Crimson Desert Executive Producer Daeil Kim in the video below was abridged to fit the length of the trailer. This is the full version of the gameplay trailer commentary.

BACKGROUNDS

We place a lot of importance on the creation of our in-game spaces, and we wanted to make it possible for players to imagine the world they are playing in.



A lot of effort went into making landscapes and backgrounds where you can see very far off into the distance. When they look across the land, we want players to see that far-flung town, buildings, or farms, that distant dungeon, or that faraway field where monsters may be dwelling in.

And we tried to create an environment that looked and felt natural. The different kinds of terrain in the desert or fields of snow, or how sunsets and sunrises were expressed in the environment, this all had to feel natural. A lot of work went into making volumetric clouds, making sure our lighting calculations were correct, and ensuring that trees and even blades of grass were visible from afar. Rendering grass was not an easy task.

STORY

The story of Crimson Desert revolves around Macduff and his comrades. Out of these characters, Macduff's closest friend is Oongka, and you can say that Crimson Desert is a story of Macduff and Oongka's adventures together.

Here is a scene of Macduff and Oongka fishing together. And yes, fishing will be featured in the game.

You will visit desert villages, large cities, and small towns as you traverse the world, and you will meet other inhabitants of the world, listen to their troubles and stories, and try to help them resolve their issues. Helping out in this way will build your reputation, and the better your reputation, the more things you will be able to do in the game. Through this process, you'll be able to feel that the characters are growing and developing.

Horses – one of your greatest friends – will appear in the game, and you will often find yourself on the move.

Macduff hails from the lands known as Kweiden in the world of Crimson Desert, and the cut scenes available in the trailer depict the conflicts and struggles he faces. The people you see in some of these cut scenes… they seem like they would be important, don't you think? There are some scenes from Macduff's childhood in the trailer as well.

The story is still a work in progress, so unfortunately, this is about as much as I can share about the plot for now. You'll be able to see a more developed version of the story in the future.

COMBAT & ACTION

Melee attacks will form the basis of the game's combat system, which will feature single player combat against one or multiple enemies or group combat against a single enemy. A lot of focus went into making the combat feel realistic but also entertaining at the same time. In the early stages of development, we were making the game in a way that was historically accurate. And although that's good, we began to wonder – if the combat is historically accurate but not entertaining, would the game be fun overall? Would this be the game that we wanted to make? We asked ourselves this numerous times. Eventually we found a balance and have been developing along those lines ever since.

Although the only mounted grappling move shown in the trailer was a kill strike, we plan to introduce a number of other mechanics that allow you to wrestle or even throw your opponents. We'll probably be able to show this next time.

There's also a scene in the trailer where an enemy is fighting and then runs off elsewhere. He's actually running off to find a weapon. There's an opportune moment while he's fighting bare-handed to run off and pick up a weapon off the ground. You can drop your weapon, and characters can pick up dropped weapons to resume fighting, or kick a weapon out of an enemy's grip. You can see this in the gameplay trailer scene where, after breaking an enemy's guard, Macduff knocks the weapon out of his opponent's hand and quickly follows up with a finishing strike.

Although the basic weapons are swords and shields, there will be a diverse range of weapons including daggers, bows, axes, greatswords, and spears that each have their own corresponding moves and skills.

You'll also find pro wrestling moves in the trailer. I loved pro wrestling and watched it a lot when I was younger, and I've been trying to figure out how to put it in a game for a very long time. We felt like we eventually found the answer and once we put it to the test, the results were so great that we started actively putting it in little by little. You'll find some dropkicks and rope skills in the trailer.

Another scene in the trailer shows the ability to use hostages as shields whom you can finish off once they aren't needed for defense anymore. It's not available in the trailer, but you'll also be able to take hostages and threaten to kill them during escape attempts.

Arrows can be deflected, and we also put taekwondo kicks in the game after being impressed with some of the real kicks we've seen.

We plan on improving the blur effects you see during combat. Everything in the game is being developed on Pearl Abyss' in-house engine which itself is also improving constantly, and we're also developing the game so that optimization won't be an issue for Crimson Desert.

GAMEPLAY

In the trailer, Macduff enters a mysterious doorway to what we call a Time Dungeon, and as the name suggests, time is an important concept here. This place is unlike any other place you'll find in Crimson Desert; time is distorted as soon as you enter it, and unique gameplay will be happening here.

Apart from quests and combat, we think that puzzles add the biggest sense of adventure to a game. In Crimson Desert, there will be puzzles that you must solve physically, and others that you'll have to solve through dialogue. When we show more of Crimson Desert in the future, we'll be able to share more details and scenes depicting this.

Another scene in the trailer shows Macduff using all his senses to inspect his surroundings. You'll be able to use this ability in diverse ways, like searching the area around you, getting insight into events that happened in the past, identifying enemies, and detecting signals.

Like the one from Indiana Jones, there's an invisible bridge and a scene in the trailer shows how we put this in. The other scenes that come after show more of the puzzles of Crimson Desert. Some puzzles, which will involve

going through secret doors and passing traps, will be tests that you must undergo in order to meet a renowned alchemist, and Macduff will also have to cross a river of corpses aptly called the River of the Dead.

In villages and along the road, you will encounter and fight against famous swordsmen and warriors. Winning these fights will earn you reputation or items, or you can recruit your opponents as mercenaries.

There will be some action sequences that require rope, like the rope swinging scene you'll find in the trailer. Reaching places like this may net you some items or something else that leads to followup play. Ropes will also be used to scale castle walls and high town walls.

You may have to fend off wolves and bears that threaten you in the wilderness. Fighting against wolves will require precise timing, and there will be fierce battles for survival against wild creatures.

In one of the trailer scenes, Macduff is clinging to a monster's back while ferociously attacking it. This monster has a link to shamanism and will be incredibly powerful.

A short scene in the trailer also shows Macduff fighting a lightning-wielding monster, and Macduff in turn learns how to wield the skill as part of a witch's test. He uses the skill in the following castle siege scene. There will be other skills besides lightning, which we hope to show next time.

There will be many instances where Macduff is "tested" throughout the story. These tests will be tools for you to acquire skills and new abilities. The gameplay will be difficult, but passing will net you the greatest of rewards. There will be fights against fearsome boss monsters, and we're developing these fights to be intense and gruesome.

And then there's the dragon scene. Macduff can ride and fly on the dragon, and in the trailer, alchemists are trying to catch the dragon by attacking it. There are many even at Pearl Abyss who are very curious about Macduff's relationship with the dragon, but we will hold off on sharing the details of this right now.

We put the dragon scene last because it shows and represents Crimson Desert's strongest traits. Being able to see across a vast, open landscape but with incredible detail. Riding atop the dragon and moving as you ride it. The details of the dragon and being able to peer down at the town below from the sky above. With all these together, you get an Itano Circus-esque scene displayed as real gameplay. And that made it the best portion of the trailer.

In the final scene, Macduff is standing within the Time Dungeon. A mysterious figure stands before him. Many people are probably wondering who this person is, and you'll be able to find out once you get into the game.

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