



TRIALS 2 SECOND EDITION

Executive Summary

Trials 2 Second Edition is a motorbike game that emphasizes balance, skill and control over speed. You, as the player, try to tackle indoor obstacle tracks with minimum faults (primary criteria: do not fall off from the bike), as fast as possible (secondary criteria: time). Tracks consist of logs, truck tires, horizontal ladders, metal ramps, jumps over concrete pipes, scaffoldings reaching staggering heights, etc. To succeed, you need to simultaneously control the bike and the driver's posture, sometimes advancing inch by inch, sometimes hitting full throttle to jump over flaming barrels.

Trials 2 Second Edition has killer game mechanics: a real physics model combined with simple controls create extremely addictive gameplay that is simple to learn, but hard to master. And to top it off, the visual outlook of Trials 2 Second Edition is in the absolute cutting edge with advanced graphical effects such as motion blur, field of view and realistic lighting.

The game mechanics are based on RedLynx' hugely successful freeware Trials web and small PC games, which have gathered over 20 million unique players from 2002 to date. In Trials 2 Second Edition this well-proven game concept is expanded into a full-scale gaming experience: the gameplay is polished into perfection in a stunningly great looking 3D environment in a full package with 39 tracks, global rankings, team building and lots of other game and community features.



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Features in more detail

Game Features

- 4 Game types (race (tutorial, easy, medium, hard), flip, wheelie, dynamic)
- 40 tracks to play:
 - 3 Tutorial tracks
 - 11 Easy difficulty tracks
 - 8 Medium difficulty tracks
 - 8 Hard difficulty tracks
 - 3 Flip tracks
 - 3 Wheelie tracks
 - 4 Dynamic physics tracks
- Flip-tracks: players try to make as many 360 degree flips with the bike to score high
- Wheelie-tracks: players try to drive as long distance as possible with the backwheel of the bike
- Dynamic-tracks: have physically modeled obstacles and puzzles
- Online profile creation
- Team building, joining and invitation
- Statistics
- 25 achievements
- Global high scores
- Global player and team rank lists
- Online replays
- Ghost racing. Any entry from the highscore lists can be selected as a ghost.
- 3D ragdoll, when the player makes a fault he drops off the bike in realistically “painful” way.
- Custom replay recording, player can record any part of their ride to a file that can be shared.
- Ingame chat room
- Gamepad support with force feedback (rumble) based on real physics response
- Several camera modes (side view, 1st person, 3rd person, cinematic, etc, etc)



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Engine features

- Next-generation graphics engine utilizing deferred rendering
- Advanced per pixel lighting and material system
- Realistic pixel perfect dynamic shadows from all light sources
- High resolution textures designed for Full HD (1920x1080) resolution and beyond (but also including low end mode, making games compatible to lower end PCs, laptops etc)
- High quality post process filters: Motion blur, depth of field and overexposure light bloom
- Dynamic screen space ambient occlusion for ultra high end graphic cards
- Volumetric soft particles
- 7.1 positional surround sound with doppler and reverb effects

Uniqueness

Trials 2 Second Edition is more about control than it is about speed, which differentiates it from other motor sport games. The player must maintain balance and stay in complete command of the vehicle and the driver's center of gravity at all times – even when he's teetering on a ledge on a motorcycle and trying to figure out how to make the jump across the gap in front of him.

Using the basic controls to handle the throttle and driver's posture, a skilled player can execute amazing stunts and chain them into a smooth performance on the track, balance on the most hazard surfaces, clear wide gaps with apparent ease and land safely every time.

As Trials has been a part of RedLynx since 2002, we have familiarized ourselves with the actual physics that govern the sport, and have spent years perfecting our physics model to reflect the realism of Trial bike riding. There are NO predefined action keys or combinations thereof to performing tricks or distributing rider weight in the air. The game follows the actual physics of motorbike riding and it is all player controlled. This immerses the player into the game, giving the powerful feeling of "hey, I am riding this bike!" - all this while maintaining the game's easy accessibility.

Trials 2 Second Edition is based on real-world physics, which constantly influence traction, trajectories, rotation and all of the other forces involved. The player isn't merely expected to press a button at the right time to make a jump; instead, he must accelerate properly, balance the driver on the bike to and take into account the angle at which the bike lands. The player often has to maintain his balance in difficult circumstances or bring the bike to a stop very quickly after a drop from a considerable height. Doing this without landing face first has its own challenges. Trials 2 Second Edition is a test of skill; the basics are easily learned, but mastering the game's intricacies is a challenge.



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To the player, this process quickly becomes intuitive. It's easy to figure out what's safe and what isn't, simply because the game's modeling of these things effectively reflects the real world. There's a world of difference between "simple" and "easy", though – estimating what's required to complete a stunt and working within the limits of the physics involved are requirements to breaking track records.

In addition to all the community features, global rankings, etc, that all add interest and value for the players, a specific point to high-light is that any gamer is also free to watch the drives and tricks of other players just by clicking their drives in the high-score lists. This is done by RedLynx's game technology, which maps every control action done while driving, which can be used as an input for creating a limitless number of replays, without causing any burden to servers, internet connections, or gamer's machines (as e.g. streaming video would do). In the same manner, the game, its internal level editor, and the related technology is designed in a way, that new tracks only take about 20 kB (!) per track. New tracks are just "automated track creation instructions", that the game can receive. Tracks are actually created within the game and all the objects that already exist in the game. With that, the game can receive basically a limitless number of new tracks and track-packs, without increasing the game size in "MegaBytes" (while significantly still expanding the game content (tracks) in positive terms for the gamer).