

### What is TOTEMS?

"TOTEMS is a super-heroic platform game with tactical elements that let the player magically transform the world to fit their own play style and skill level."

In short, **TOTEMS is the first tactical platform game.**

TOTEMS innovates in gameplay as well as in technology. Our proprietary SESS technology is at the heart of this innovation and the heart of TOTEMS. Here is an explanation of its functionalities and its impact on gameplay. It complements the information given in our very first-look demo session at GC Leipzig 2007 by 10Tacle Studios.

### **Semantic Environment Sensing System (SESS)**

10Tacle Studios Belgium's proprietary technology NeoReality is expanded with an innovation we call the *Semantic Environment Sensing System* (SESS). The goal of SESS is to provide extensive knowledge about the spatial environment to the player character, NPCs, the AI, camera and path finding.

This results in **never-seen-before** non-scripted movement skills for all characters, which can use the world as an open-ended playground, using each architectural feature or obstacle as an opportunity for amazing movement. Since the NPC's are as aware of their spatial surroundings as the player, SESS enables them to move around intelligently and gracefully, like the player: a freedom inspired by Free Running.

SESS not only excels in plain movement, but also opens the door to complex combat, *combined* with this freedom of movement. Characters can be slammed into walls, do complex dive attacks after climbing onto buildings, chase each other over rooftops and much much more.

SESS enables us to make use of the spatial environment for gameplay purposes and spectacle, never seen before to this extent.

### Gameplay Innovation

SESS allows TOTEMS to redefine the platform genre by **bringing in tactical elements to every aspect of the game:** movement, acrobatics, combat and its planning, exploration and powers.

**The player's avatar and the game controlled characters can use every architectural element to move around the world in a fluid manner.** Champion and enemies can chase each other in a chaotic terrain. You no longer will be able to avoid enemies just by climbing up a wall. They're coming for you!

Hundreds of acrobatic and combat moves can be **triggered without having to remember complex button combinations.** SESS understands **what you mean** when you press a button and reacts accordingly: Attack an enemy when backing into a wall, you'll smash your opponent into the building; try to jump over the enemy in the same circumstances and you'll automatically use the wall to propel yourself over it.

**SESS also makes the characters look smart:** they anticipate all the world's features. They won't be blocked by waist high obstacles, or fail to grab a ledge if falling or diving near one. TOTEMS is a platform game built on the spectacle of movement, not on the frustration of falling and dying.

Giving these tools to the player, TOTEMS rewards him or her for using them as **chained acrobatic moves. Tactical bonuses** give the player magical advantages and experience points with which to buy powers. **Looking cool makes you more efficient.**

Lastly, TOTEMS lets the player build a network of magical energy across the world that's explored. The network gives access to special powers, like extra fighting prowess, speed, agility, magical vision, etc. By choosing the nature of the magic and where it flows, the player can level the playing field against powerful enemies or even circumvent challenges that look too hard. Thus, **TOTEMS lets you adapt your experience to your play style and skill level.**

Storyboard

The image below (provided separately) represents some of the incredible moves a Tiger enemy can perform using the environment. SESS allows these super-heroic storyboards to come to life in TOTEMS as part of normal gameplay.

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*[Totems] SESS Tiger Moves.jpg*