



## ENRIC ALVAREZ, MERCURYTEAM CO-FOUNDER

So, for us the important thing is that many, many people understood, accepted, and enjoyed *Lords of Shadow*, otherwise we wouldn't be here.

**What was your inspiration for taking the series from its medieval roots to the modern world?**

We thought that would be unexpected. We make story-driven games, really, and story-wise this felt natural. The story is leading us to modern days and I promise you that this is going to feel natural. It's going to feel interesting...challenging even.

**What do you think will be the first change gamers will notice when they start a new game?**

I'd say the engine. To accommodate more organic exploration and the 360-degree camera, we had to

heavily redesign the engine. The old one was just not suited for the task.

**Is combat really going to be that much different from the original?**

Yes, absolutely. Playing *Lords of Shadow 2* and just going through button-mashing is like playing *Gears of War* without taking cover. You can do it—trust me, you can do it—but it doesn't make much sense. So, it's exactly the same type of thing here.

**Mirror of Fate introduced some old characters in a new setting. How is LoS2 going to integrate some of the changes in the timeline from LoS: Mirror of Fate?**

I think in this question lies one of the most attractive aspects of the game. You don't want me to spoil the ending for you, do you?

**How do you balance pleasing old-school Castlevania fans and doing enough to get new fans interested in the series?**

All we do is try to do our best. We chose this [action-oriented] approach to *Castlevania*, because we felt that we could make a much, much better game by doing an adventure where combat was the main component. What we do now is the best. Of course, this is a matter of opinion. It's impossible to please everyone, though, and you are in the wrong industry if you believe you won't be criticized and praised in equal shares.



## DAVE COX, CASTLEVANIA SERIES PRODUCER

think about what goes in between. We weren't in agreement at first, but we knew we wanted to tell Dracula's story. That was the reason for *LoS* in the first place. I think *Lords of Shadow 1* and *Lords of Shadow 2* are really the beginning and the end of the story. There's really no filler.

**What was the biggest criticism you took into account when making Lords of Shadow 2?**

The linear aspects of [the original.] I hope you're going to want to look around and go back, but it's on us to give you guys a reason to do that. We never want you to feel like you're loading level after level and you're playing a linear game. I hope you'll see a grate, wonder what it's for, and when you get the Mist ability, go back and find out what's on the other side.

**But seriously, what's going to happen to gamers who are stuck in their button-mashing ways?**

We see videos on YouTube with people just spamming the button and complaining how long it takes to kill enemies. If they don't play this game properly, we're going to punish them.

**You've said before that this is the end of the trilogy, but is this really the end of the Lords of Shadow series?**

At the end of this game, I promise we're going to answer all of the questions and everything is going to fit. If you've played the entire trilogy, *Lords of Shadow 2* is going to be a very satisfying end to the series. That's what we want to deliver. Everything will be totally clear...we don't want to leave people hanging.

**What was your reaction when you got the greenlight to re-launch the Castlevania series?**

I was absolutely floored. It was really an ["oh, shoot"] moment in my life. I knew we had taken on an important part of history...we just didn't want to disappoint fans of the series.

**How did you even begin planning this story back in 2009?**

When we started to tell Dracula's story, we thought, "where does this end?" You naturally think of the end when you start thinking about a beginning—and you don't really