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RPG stance  
Obsidian

## [Alpha Protocol Decrypted on October 6](#)

### *Obsidian working hard*

SEGA, as the publisher, and [Obsidian Entertainment](#), as the developer, have announced that Alpha Protocol, the role playing espionage videogame, is set to be released for the Xbox 360 from Microsoft, the PlayStation 3 from Sony and the PC on October 6.

Alpha Protocol aims to offer a spy-based experience that takes elements from a variety of other properties, from the Jason Bourne movie trilogy to the Jack Bauer power 24 television show.

The main character of the videogame will be Michael Thorton, a secret agent who stumbles across some important information and goes rogue as his own agency begins to hunt him down. In a very much foreseeable twist, he is determined to clear his name and discover the extent of the plot in which he is entangled.

The big selling point for Alpha Protocol is the variety of ways players can attempt to tackle the scenarios in the game. Players interested in stealth can sneak around without killing anyone while action types can go in guns blazing and mow down scores of enemies.

Another important element in Alpha Protocol is the dialogue system that does not rely on complete lines but rather the tone that the main character may use when dealing with others. Players can be suave and charm their way into a conversation or they can be insulting, attracting the ire of a character that can later come back as an enemy.

Obsidian can devote its full attention to Alpha Protocol as SEGA has announced that the [Aliens RPG](#) on which the development outfit was working was officially canceled. The team is also in charge of putting together Fallout: New Vegas, a game that will tell a parallel story to that of Fallout 3, set to arrive in 2010.