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[Sacred 2: Fallen Angel Release Date Announced](#)

New release date: September 2008



One solid reason to hope that Sacred 2 will be released ASAP

We've got some [bad news](#) for those who hoped to grab and play the Sacred 2 game really soon, since developers ASCARON have announced a new release date - September 2008. This announcement includes both the PC and the [Xbox 360](#) versions of the game. But, after all, this is not necessary a bad thing...Even though there might be more reasons involved with this delay, the ones made public are still good enough: ASCARON says that the additional time is needed to optimize the crucial areas of the multiplayer gameplay and the balancing. Also, a longer beta phase is scheduled which, translated, means that they want to do their job as good as possible. And since they said: "Patch with a patch as only a patch can patch? No, that's also out of the question!", I am happy enough."A highly anticipated AAA title such as Sacred 2: Fallen Angel is a great responsibility with high expectations to manage and live up to. To achieve our goal, we have decided to give Sacred 2: Fallen Angel more time in order to be perfected and polished in every single area, allowing us to deliver the quality which is expected, rather than striving for an early release," says Heiko tom Felde, Managing Director of ASCARON Entertainment. Thumbs up if this is the real thing!So, an official announcement from the game's official website reads: "We'd like to ask our fans and friends for their understanding, and we hope that any potential disappointment is outweighed by looking forward to a superb Sacred 2: Fallen Angel release in September 2008. Indeed, it is quite likely that many of you will have a chance to beta test the game." And, if you won't get the chance to enter the beta stages, maybe a "surprise" planned for the Gaming Convention 2008 will do the trick and make the wait seem a little shorter.For those who want their memory refreshed, Sacred 2 is the sequel to the first Sacred game, published in 2004. Sacred 2 is meant to be a fantasy RPG through the medieval-like kingdom of Ancaria, featuring pitched battles and a wide range of quests. And this will make it ideal for the hyper-realism delivered by the AGEIA PhysX processor.