

18 April 2007

By: Filip Truta, Games Editor



[Too Human Will Have 4 Player Co-op Mode](#)

It's been in development for ages but now it's finally taking shape

[Too Human](#) is a game waiting to be released since... well, since forever. It has seen a quite disappointing E3 trailer, after Silicon Knights announced a partnership with publisher Microsoft to develop a trilogy revolving around the Too Human universe exclusively for the [Xbox 360](#), as the 5-disc [PlayStation](#) title never came out, nor did the GameCube installment. The game is being developed using Epic's Unreal Engine 3. In an interview with IGN, Silicon Knights' Denis Dyack breaks the silence and shocks the world of games with the announcement of a near completion FPS title for the Xbox 360 having a four-player cooperative mode playable over Xbox Live: "Too Human" is finally ready to show its face. "With Too Human, we're trying to seamlessly integrate multiplayer with the single-player. If you're really going to do that, you should be able to jump in any time, anywhere and go on a 15-minute mission with friends or play five or six hours straight if you want to. In order to do that, the world has to be pretty open and hub-based so you can jump anywhere and come back very much like [Diablo](#)," said Dyack. But the interviewers have something to say about the game in their return (don't worry, Too Human isn't crappy anymore, after all, it's being developed with UE3): "It's functional, it's fun, but so far it lacks the graphic umph that we would like to see accompany the combat scenes, especially since they play such an integral role to the game ... the fluidity, which drops below 30 frames per second, should be locked," but that's because they haven't optimized the frame rate yet, as Dyack says. However, Silicon Knights promises "to hit a solid 30 frames per second," when the game is finished. The title sounds more than promising with this new 4 player co-op feature, so let's hope that the developer doesn't switch camps again, and sticks with an Xbox 360 launch.