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[E3 2009] Ubisoft reveal an all-new way to experience R.U.S.E.

By Jessica Citizen - Fri Jun 5, 2009 8:40am

When we asked *R.U.S.E.* producer **Mathieu Gerard** whether or not his game would be playable on a touch-screen tabletop, as shown in early *videos*, he chuckled and told us that there was "lots of other stuff coming, just cannot tell you what, because it is a secret."

Today, three months later, we can finally reveal one of those secrets, tucked in amongst some new screenshots and gameplay trailers for the game. Thanks to an unprecedented collaboration between **Ubisoft**, developers **Eugen Systems** and hardware developers **IntuiLab**, gamers will be given the opportunity to play *R.U.S.E.* on a touch-screen table top - a new and innovative gaming platform known as **Intuiface**.

Intuiface is a large, multi-touch table, which promises to take gamers one step closer to the feeling of being a true commander of war. It's currently on display at **E3** (of course), and we have no details on just how these might arrive in the real-world. Back in March, Mathieu commented that "those tables" (not specifically referring to Intuiface) cost "\$10,000-\$15,000" - here's hoping that **Intuiface** is just a tad cheaper!

John Parkes, EMEA marketing director at **Ubisoft** explains:

"Our goal is to provide an innovative gaming experience that enables players to become a strategist and lead armies in a true to life universe. With the IntuiLab technology, R.U.S.E liberates the player from having to master controls, empowering them to immerse themselves into the game and focus on using their brain to outwit the enemy."

While we haven't yet seen any real-world images of anybody playing on the **Intuiface** tabletop, other than drooling over something similar in the **Announcement Trailer**, we do now have for you not one, but two gameplay trailers, fresh from the **E3** show floor. These show off the "Tunisia" demo, and include some commentary from the developers as they play the game.

Download the R.U.S.E. E3 Tunisia Demo "Best Of" Video
Part One / Part Two





...and to spoil you RTS fans rotten, we've also got some brand new screenshots for the game, which also come with director's commentary (is that a first?). Have a browse over these, and tell me if fingers don't start itching to play it.



Protect your headquarters by using your anti-air artillery to shoot down enemy bombers



Camouflaged buildings will disappear from the enemy intelligence system



Orders - represented by red arrows - are giving you, one step in advance, the enemy troop's actions



Final assault destroying the opponent's headquarters for the final victory



Crocodile Flame Thrower are very effective against infantries hidden in the city or in forests



Strategically match your units to the enemy's one - in this case, anti-air artillery show their effectiveness against heavy bombers



By going on the high strategic map you can analyse the balance of power, then operate the right strategies against your enemy



The Iriszoom engine technology lets you decide the best view for your battle - see extraordinary detail in the close up view, or the entire hundred-mile map in the far out view

R.U.S.E. is currently in development for PS3, Xbox 360 and PC, and is expected out early next year. Next plan: Chase up information on that tabletop, including how to convince them to send me one.