

The E3 demo of Blades of Vengeance was intended to show off several of the features of the title, in order to give a taste of the look and play of the final game:

- A stunning 3D world

The setting for the demo is a mixture of indoor and outdoor locales, showing how the engine facilitates the construction of a variety of natural environments. The player is immersed in a fantasy world, rather than trapped in some artificial construct.

- Adventure

Although the demonstration level is less than half the size of the actual levels, it still gives a good sense of the exploration and discovery that the final version will provide. The world is alive with real-seeming creatures who act and react in a variety of ways. The player will never entirely know what to expect next, so that the sense of adventure is maximized.

- Combat

The E3 demo reflects little of the final fight engine, but nonetheless reflects the sense of danger and satisfaction that the player will experience when battling the various monsters in the game. The player has full control to maneuver, attack, and defend to outwit his foes. The fighting is seamless with the rest of the game, so that the player never leaves the game world. Magical spells, chaining attacks, and special strikes will be included in the final version.