

Masquerade

Masquerade

up masquerade in Wiktionary, the free dictionary. A masquerade is archetypally a masquerade ball. Masquerade or Masquerades may refer to: Masquerade (book) - A masquerade is archetypally a masquerade ball. Masquerade or Masquerades may refer to:

Vampire: The Masquerade – Bloodlines

Vampire: The Masquerade – Bloodlines is a 2004 action role-playing video game developed by Troika Games and published by Activision for Microsoft Windows - Vampire: The Masquerade – Bloodlines is a 2004 action role-playing video game developed by Troika Games and published by Activision for Microsoft Windows. Set in White Wolf Publishing's World of Darkness, the game is based on White Wolf's role-playing game Vampire: The Masquerade and follows a human who is killed and revived as a fledgling vampire. The game depicts the fledgling's journey through early 21st-century Los Angeles to uncover the truth behind a recently discovered relic that heralds the end of all vampires.

Bloodlines is presented from first-person and third-person perspectives. The player assigns their character to one of several vampire clans—each with unique powers— customizes their combat and dialog abilities, and progresses through Bloodlines using violent and nonviolent methods. The selection of clan affects how the player is perceived in the game world and which powers and abilities they possess; this opens up different avenues of exploration and methods of interacting with or manipulating other characters. The player can complete side missions away from the primary storyline by moving freely between the available hubs: Santa Monica, Hollywood, downtown Los Angeles, and Chinatown.

Troika's 32-member team began developing Bloodlines in November 2001 as an indirect sequel to the previous year's Vampire: The Masquerade – Redemption. Troika used Valve's Source game engine, then in development, which was used for Valve's own Half-Life 2. The game's production was turbulent, as the design's scope exceeded the available resources, and the team was left without a producer for nearly a year until Activision appointed David Mullich to the role, where he found designs and levels unfinished or abandoned. After three years in development with no end in sight and running over budget, Activision set a strict deadline for completion, and Bloodlines was released incomplete in November 2004.

Released in competition with Half-Life 2 and several other titles, Bloodlines sold fewer than 80,000 copies during its initial release, which was considered a poor performance. It divided critics at the time; although they praised the game's writing and the scale of choice, they criticized its technical flaws. It was Troika Games' last production before its failure in early 2005, when it could not secure additional projects. The game has a cult following as a rarely replicated example of gameplay and narrative, and contemporary reception recognizes it as a flawed masterpiece. Since its original release, Bloodlines received post-release support from fans, supplying unofficial fixes and re-adding unused content. A sequel, Vampire: The Masquerade – Bloodlines 2, is in development.

Vampire: The Masquerade

Vampire: The Masquerade is a tabletop role-playing game (tabletop RPG), created by Mark Rein-Hagen and released in 1991 by White Wolf Publishing, as the - Vampire: The Masquerade is a tabletop role-playing game (tabletop RPG), created by Mark Rein-Hagen and released in 1991 by White Wolf Publishing, as the first of several Storyteller System games for its World of Darkness setting line. It is set in a fictionalized

"gothic-punk" version of the modern world, where players assume the role of vampires, referred to as Kindred or Cainites, who struggle against their own bestial natures, vampire hunters, and each other.

Several associated products were produced based on *Vampire: The Masquerade*, including live-action role-playing games (*Mind's Eye Theatre*), dice, collectible card games (*The Eternal Struggle*), video games (*Redemption*, *Bloodlines*, *Swansong* and *Bloodlines 2*, *Bloodhunt*), and numerous novels. In 1996, a short-lived television show loosely based on the game, *Kindred: The Embraced*, was produced by Aaron Spelling for the Fox Broadcasting Company.

Vampire: The Masquerade – Bloodlines 2

The Masquerade – Bloodlines 2 is an upcoming action role-playing video game published by Paradox Interactive. A sequel to *Vampire: The Masquerade – Bloodlines* - *Vampire: The Masquerade – Bloodlines 2* is an upcoming action role-playing video game published by Paradox Interactive. A sequel to *Vampire: The Masquerade – Bloodlines* (2004), the game is part of the *World of Darkness* series and based on the tabletop role-playing game *Vampire: The Masquerade*. The game was initially developed by Hardsuit Labs, but by 2021 had been moved to The Chinese Room. It is scheduled to release for PlayStation 5, Windows, and Xbox Series X/S in October 2025.

The player takes the role of an elder vampire in 21st-century Seattle, and chooses one of several vampire clans to belong to, determining their vampiric abilities. To sustain the player character and their abilities, they feed on human characters' blood while trying to avoid being discovered as a vampire, breaking the masquerade – the conspiracy within vampire society to hide their existence from mortals.

Masquerade ball

A masquerade ball (or *bal masqué*) is a special kind of formal ball which many participants attend in costume wearing masks. (Compare the word "masque"—a formal written and sung court pageant.) Less formal "costume parties" may be a descendant of this tradition. A masquerade ball usually encompasses music and dancing. These nighttime events are used for entertainment and celebrations.

Neva Masquerade

The Neva Masquerade is a breed or sub-breed of semi-longhaired domestic cat, which originates in Russia. It is the sister breed or colourpoint variant - The Neva Masquerade is a breed or sub-breed of semi-longhaired domestic cat, which originates in Russia. It is the sister breed or colourpoint variant of the Siberian cat, a pedigreed breed selectively bred from a centuries-old Russian landrace.

The colourpoint markings are the result of a colourpoint gene, originally found in Asian cats. The Neva Masquerade is believed to be derived from crossing the Siberian cat with Asian colourpointed landrace cats, or possibly pedigree cats related to those, such as the Himalayan (colourpointed Persian), Siamese or Thai breed.

Some cat registries classify the Neva Masquerade as a colourpoint variety or sub-breed of the Siberian cat, while others consider it to be a separate sister breed. Regardless of its classification, all Neva Masquerade cats are selectively bred and pedigreed today in all major cat fancier and breeder organisations under the Siberian (Forest) cat or Neva Masquerade. This means that all Neva Masquerade cats are purebred cats with a formally registered ancestry.

The colourpoint Neva Masquerade has distinctive blue eyes and darker (tabby) point markings. It is a medium to large sized, muscular semi-longhair breed with an unique triple-coat and bushy tail. Apart from the obvious similarities with the Siberian cat, the cat bears similarities with the Norwegian forest cat, and with other colourpoint long-haired cats, such as the Birman, Himalayan, and Ragdoll.

This Masquerade

"This Masquerade" George Benson's "This Masquerade" from Breezin' Problems playing this file? See media help. "This Masquerade" is a song written by American - "This Masquerade" is a song written by American singer and musician Leon Russell. It was originally recorded in 1972 by Russell for his album Carney and as a B-side for the album's hit single "Tight Rope". The song was then covered on Helen Reddy's 1972 album, I Am Woman. It was then recorded by American vocal duo, the Carpenters, for their 1973 album Now & Then and as the B-side of the Carpenters's single "Please Mr. Postman". Three years later, "This Masquerade" was recorded by American singer and guitarist George Benson, who released it on his 1976 album, Breezin'. Benson's version, featuring Jorge Dalto on piano, was released as a single and became the first big hit of his career.

Vampire: The Masquerade (disambiguation)

Vampire: The Masquerade is a 1991 tabletop role-playing game. It may also refer to: Vampire: The Masquerade (Vault Comics), a comic book series Vampire: - Vampire: The Masquerade is a 1991 tabletop role-playing game.

It may also refer to:

Vampire: The Masquerade (Vault Comics), a comic book series

Vampire: The Masquerade, a video game series based on the tabletop game

Vampire: The Masquerade – Redemption, a 2000 video game

Vampire: The Masquerade – Bloodlines, a 2004 video game

Vampire: The Masquerade – Coteries of New York, a 2019 video game

Vampire: The Masquerade – Shadows of New York, a 2020 video game

Vampire: The Masquerade – Bloodhunt, a 2021 video game

Vampire: The Masquerade – Swansong, a 2022 video game

Vampire: The Masquerade (Choice of Games), a line of interactive fiction video games

Vampire: The Masquerade – Bloodlines 2, a video game in development

Vampire: The Masquerade – Redemption

Vampire: The Masquerade – Redemption is a 2000 role-playing video game developed by Nihilistic Software and published by Activision. The game is based on White Wolf Publishing's tabletop role-playing game Vampire: The Masquerade, a part of the larger World of Darkness series. It follows Christof Romuald, a 12th-century French crusader who is killed and revived as a vampire. The game depicts Christof's centuries-long journey from the Golden Ages of 12th century Prague and Vienna to late-20th century London and New York City in search of his humanity and his kidnapped love, the nun Anezka.

Redemption is presented in the first- and third-person perspectives. The player controls Christof and up to three allies through a linear structure, providing the player with missions to progress through a set narrative. Certain actions committed by Christof throughout the game can raise or lower his humanity, affecting which of the game's three endings the player receives. As a vampire, Christof is imbued with a variety of abilities and powers that can be used to combat or avoid enemies and obstacles. Use of these abilities drains Christof's supply of blood which can be replenished by drinking from enemies or innocents. It includes multiplayer gameplay called "Storyteller", which allows one player to create a narrative for a group of players with the ability to modify the game dynamically in reaction to the players' actions.

Founded in March 1998, Nihilistic's twelve-man team began development of Redemption the following month as their first game. It took the team two years to complete on a budget of US\$1.8 million. The team relied on eight outside contractors to provide elements that the team could not supply, such as music and artwork. The game's development was difficult: late changes to software forced the developers to abandon completed code and assets; a focus on high-quality graphics and sound meant that the game ran poorly on some computer systems; and the original scope of the game exceeded the game's schedule and budget, forcing the team to cancel planned features.

Redemption was released for Microsoft Windows in June 2000, with a Mac OS version following in November 2001. The game received a mixed critical response; reviewers praised its graphics and its multiplayer functionality but were polarized by the quality of the story and combat. It received the 1999 Game Critics Awards for Best Role-Playing game. It was successful enough to merit the production of the indirect sequel Vampire: The Masquerade – Bloodlines (2004), which takes place in the same fictional universe.

Network address translation

2004, NAT had become widespread. The technique also became known as IP masquerading. which suggests a technique that hides an entire IP address space, usually - Network address translation (NAT) is a method of mapping an IP address space into another by modifying network address information in the IP header of packets while they are in transit across a traffic routing device. The technique was initially used to bypass the need to assign a new address to every host when a network was moved, or when the upstream Internet service provider was replaced but could not route the network's address space. It is a popular and essential tool in conserving global address space in the face of IPv4 address exhaustion. One Internet-routable IP address of a NAT gateway can be used for an entire private network.

As network address translation modifies the IP address information in packets, NAT implementations may vary in their specific behavior in various addressing cases and their effect on network traffic. Vendors of equipment containing NAT implementations do not commonly document the specifics of NAT behavior.

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