

LORDS of MIDNIGHT from Domark

Can you stop chaos? Can you defeat evil? You are Prince Morkin, you and other brave knights are called on an excursion to the land of the Bloodmarch. King Luxor, your father, will lead a crusade to defeat Boroth the Wolfheart but first you must rescue him. You will bring together knights from all across the lands in order to defeat this evil tyranny. But, do not underestimate your opponent, as he is very strong in his powers. Lord's of Midnight is a worthy quest, so let's begin ours.

Let's get the technical stuff out of the way first. The game requires 10MB of hard disk space and 8mb of RAM from whatever work horse you may be using. I felt this game was pretty simplistic as far as ease of setup. I had no major problems from a DOS standpoint. However, this game was not intended for Windows 95 or Windows NT and most definitely not OS/2. Yes, I did give it a try and all did fail. But, that's O.K.

Let's first start by saying I am not a Lord's of Midnight follower so I have not been with the game since it's creation. I will say, for all of you gamers out there that are not followers...it just doesn't matter! This game is very unique. I was a little overwhelmed at the books (novel) that came with the game. Please note this is an "epic fantasy adventure". To me, this means someone has dedicated their life to this story. I can see why, there are twists and turns and more possible endings than can be counted. I normally have some sort of format to follow but this game goes so many different ways its hard to start.

I liked the index page it was very helpful as far as a strong point of reference. This game can take you so many ways you will get confused but, you can always go to the index to get reacquainted. The colors were very rich but the graphics were somewhat grainy. The screen captures that I have provided are very clean as the real time play of the game is not. The game is not really using high resolution in any sense of the word. The characters moved about very smoothly but detail of faces are sparse. Though the shields (very important identifier) come out plane as day for you to see. I feel that the variety of scenery is ample. I can not remember just how many different scenes I have looked at. Be sure to take a look at your mouse pointer. Who could miss it? There is this giant hand with an elegant cuff to click with. I thought it was a very nice touch.

The sound in this game does not exist. There are maybe two sound tracks in this entire game. If I was going to complain this is it. There are many more sounds back in the days of old than we got to hear this time around. So, the suggestion is to beef up the audio! When I would come across someone, I had the option to talk to them, via text on the screen. Text conversations are a thing of the past just about as far back as this games era! We need real voices which I'm sure will be time consuming, since there are approximately 150 characters to be interacted with. I guess that makes for a good project for the next release?

I appreciated the time lapse feature, if this was not available we would be playing this game until we were 85 years of age. This game is packed full of great features, there are the camera shots (full 360), you can control 24 or so different characters, the option to recruit different armies, and able to travel by boat, foot, and best of all by dragon. I have yet to play a game that is so complete. There are the almanacs that give you tons of information about the Bloodmarch and artifacts. The map is very interactive which helps move you along from one place to the next or even one person to the next. There is a information page on all the villains and heroes in the game not to mention a Travelers

Guide. The guide tells you about the citadels and castles. It gives the who's who information, for instance who rules them and how many bodies guard the citadel or castle in question.

There is a great sense of reality and you will get sucked into the story just as I have. Even the dates are given as days of old (ex. 10th Day of Eaglemoon = August 10th). The weapons are very interesting my favorite is the Widowmaker, guess its all in the name. The overall usage of the icons in the game to set a quest for a character is very easy to utilize. You select the quest icon and depending on what kind of quest you will get to select either a place to go or a person to join, kill, or recruit. There are a healthy list of quests to assign to a character. I feel that Boroth the Wolfheart moves just a little to fast for me. Every time I figured out where I needed to be he would take another citadel or castle. I apologize for this foot loose and fancy free format but it goes along with the game.

This game is intense and addicting, I call it a keeper. If you want a challenge then I recommend you take a peek at this one. You will be locked to your system and dead set on defeating Boroth the Wolfheart. Fun factor on this game is peaked!

I would like to say that this game has been long awaited by the Lord's of Midnight followers and it appears as if the wait will be well worth it. This CD-Rom includes the old 8 bit version which is something of a dinosaurs grandmother. (real old) I will say I did take a look and a look is about all I could bear. There have been great strides in this adventure since the 8 bit days of old. To all of you out there get on your dragons and give this a fly.

Gary Rock

Rating		System Requirements
graphics	75	486/33
sound	60	8MB Ram
interface	75	10MB Hard Drive
fun factor	92	2x CD-Rom
		Mouse
overall	76	VGA