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ARCATERA: "The Dark Brotherhood" TAKES THE 'POINT AND CLICK' GENRE TO NEW LEVELS

LONDON - (September 5th 1999) ECTS – **ARCATERA: "The Dark Brotherhood"** is a "point & clic" adventure game set in the heroic-fantasy world of Arcatera. It is based on a complex criminal investigation where the hero (or a party of up to 4 characters) has only 3 weeks (in-game time) to counter the evil deeds of a satanic gang that is trying to overthrow the Prince of the city and bring rampage over its inhabitants. Based on a non-linear story-line, the game may lead to various outcomes depending on the player's actions and attitude towards others (multiple branches lead to over 10 possible ends). Not only has the player a complete freedom of action, he also lives in a realistic environment where all inhabitants of the city have a definite behaviour pattern (they can be seen eating, sleeping, moving in the city according to their needs). The game also contains RPG elements: magic, combat (with group tactics), party personalisation and progression (XP level, money, equipment etc.).

With beautiful 2D pre-rendered graphics, over 200 locations, 150 interactive characters (voices in 6 languages) and an open-end intrigue that varies from one game to another, **Arcatera** has a unique atmosphere and a very strong replay value. The game successfully combines the beauty and atmosphere of Blade Runner with the depth of Baldur's Gate.

Arcatera will appeal to a wide audience of Adventure / RPGs / fantasy fans and its simplicity should also get interest from more casual players.

- 3D characters in beautiful 2D pre-rendered graphics –
- A mix of adventure and RPG elements –
- A non-linear story-line, with different ways to solve each puzzles. This gives the player freedom of path in the way to solve the enigmas. –
- A strong replay value (various endings, many parameters change at each start of a new game) based on an complex intrigue. –
- A large number of NPCs (Non Playing Characters), locations, dialogs. Strong AI & logical concepts make the NPCs' behaviour and actions highly realistic.
- The limited-time component adds suspense : if the player fails to understand the intrigue after the 3 weeks have passed, he may as well fail his mission.

Platform, Pricing , Availability

ARCATERA: "The Dark Brotherhood" will be available for PC CD-ROM and Dreamcast In January 2000.

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