

Genre: RPG
Publisher: JoWood Productions (formerly Fishtank Interactive)
Developer: Arkane Studios
Release Date: Summer/Fall 2002
Platform: PC
PR Contacts: US -> Dana Larson, dana@irocketshop.com / Susan Lusty, susan@irocketshop.com
Germany - > Esther Manga, emanga@jowood.com
UK -> Rebecca Lindon, rlindon@jowood.com
Other - > Petra Mesaric, pmesaric@jowood.com

Description

Arx Fatalis is a first-person RPG, which plunges the player into an amazingly complex fantasy world. It combines an intelligent storyline with impressive medieval surroundings. The user-friendly interface allows the highest interactivity possible. *Arx Fatalis* creates a state of intense immersion that allows the player to feel that all his actions have a direct consequence in the Arx game world.

The goal of the game is to destroy the secret cult of Akbaa: the god of devastation and chaos, and thereby prevent his return to the physical world. Should the player fail, the demon will impose his reign of terror upon Arx. The player, assuming the role of the potential hero, fights inside an underground fortress using wooden clubs, swords and magical items to defend himself against creatures including goblins, trolls, ratmen and other vicious opponents. But, brute force is not always the best way to succeed and the player has at his disposal the innovative new "onscreen gesture-based magic system" to assist him in his progress through the game. Using the mouse, burning runes can be drawn in mid-air. A series of these gestures combine to create powerful magic spells that will protect the player or empower him to defeat his enemies and pursue his quest.

In addition to the struggles against demons and monsters there are numerous opportunities for interaction with the creatures and objects inside the fortress helping the player to rediscover his memory, solve puzzles and fulfill quests. Collecting experience points enables the player to appropriately craft his hero's skills and abilities and to develop his overall persona.

Dare to enter the world of *Arx Fatalis*. Explore underground cities, secret temples, lost civilizations, dwarf mines and discover the magic of *Arx Fatalis*...

Features

- ✍ Highly detailed monsters with large textures and up to 1500 polygons
- ✍ Myriad of stunning underground environments such as abandoned mines, ruins, crypts, lakes, and mushroom cultures.
- ✍ 40 different races, including goblins, dwarves, ratmen, and giant spiders.
- ✍ Customized 3D engine specially designed for role-playing and interacting with the environment in the first-person perspective.

System Requirements

- ✍ Microsoft® Windows® 95/98/ME/2000
- ✍ Intel® Pentium® II 350 or better
- ✍ 128 MB RAM
- ✍ DirectX 7 or higher
- ✍ DirectX 7-compatible sound and graphics cards