

The Inventory

No. 1

November 2002



A magazine for adventure games only!

Reviews :

Largo Winch

Gabriel Knight 2 -

The Beast Within

Interviews:

Michi Lantz

(Zelenhgorm)

Stefano Gualeni

(Tony Tough)

**REVIEW OF
*THE MONTH***



Syberia

Prologue

I would like to welcome you all to this new magazine called The Inventory. I will attempt through the pages of this magazine to:

- Bring you all the latest news that the worldwide adventure community has to offer
- Fill the void of an adventure magazine that exists in the press
- Introduce more people to the adventure genre
- Help members of N.A.G. to find games they are looking for in the Nordic Region

So in this special first issue of The Inventory you have the chance to meet the most famous lawyer in the adventure community, Kate Walker, in the review of the month of Syberia. In another review you can find out if Largo Winch is a game for the ages or a game for the attic.

We have 2 interviews this month in the 'celebrity corner'. One of the interviews is with Michi Lantz, designer of the fantasy adventure with full motion video, Zelenhgorm and the other is with Stefano Gualeni, one of the developers of the new point and click adventure game, Tony Tough and the Night of the Roasted Moths.

In the previews section you can find some of the most promising adventure games that are going to be released in the near future. And last but definitely not least, the review-tribute of one adventure game, that is consider by a lot of adventure players as the best adventure of all times. As you probably have understood by the cover of this first issue, the review-tribute is about Gabriel Knight 2 - The Beast Within.

The form and look of this magazine is very much influenced by two computer game magazines I was buying when I was a small child in Greece. One of them was called User and the other was called PC Master, and they had a lot of reviews about adventures. I have kept all these old magazines and when I go back to my hometown sometimes I sit and read them and this brings back good old memories.

I think this is the advantage of a magazine to a web site. It might not be so often updated as a web site but a magazine can be stored or printed and so you are able to keep it your whole life and in this way it becomes more personal. It would be a great honour for me if I knew that some of you printed or kept The Inventory.

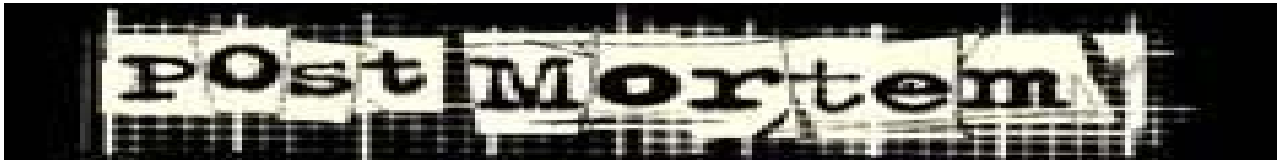
Now let's start adventuring...
Dimitris Manos

P.S. If you haven't played adventures or haven't read reviews before you might want to read the 'Help for beginners' article near the end.

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Previews



Post Mortem is the new upcoming thriller-adventure from Microids, the company that gave us Syberia (read the review of the month). The game will take place in Paris in the period of 1920's. You will take the role of MacPherson, an American P.I. hired to trace a murderer and solve the mystery behind the crime.

The game's story will delve into the occult and along with the noir atmosphere, and the excellent graphics makes this game the most awaited adventure for the near future.



It is going to be viewed in the 1st person perspective and will use a new dialogue system. According to the developers this new dialogue system will let you control the emotional content of a question, affecting thus the story and the outcome of your conversations.

The graphics of the game, judging by the demo that has been published seem beautiful and detailed, continuing the tradition that Microids have started with Syberia. This time around though, prepare for much darker locations and a more sinister feeling than in Syberia.



In the chat with the developers of the game conducted by Just Adventure, it was stated that this game is going to be a tough one, with a lot of difficult puzzles, that will however be intertwined in the story. The game will also offer three multiple endings according to the actions you perform during the game.

Post Mortem is going to include nudity and violence so this one is definitely not a game to enjoy with your children. The trailer of the game, which is one of the best adventure trailers ever created and the demo of the game can be downloaded in the game's site. The trailer includes some of the strongest scenes ever seen in an adventure game. Think of an atmosphere in the style of the movie Seven.

It is going to be released in Europe in November but there is no release date for the Nordic Region yet. Webhallen reassured that they are going to bring the game in the Nordic Region but they didn't have a release date as of yet. For more info: <http://www.postmortem-videogame.com>

KING'S QUEST II



Tierra have already proved their worth in King's Quest 1 remake. They were able to produce a game with all the core features of the older game but with much better graphics, a better control system and furthermore they had also the great idea of producing a speech pack that made that game the best and most professional fan made adventure made so far.

Tierra decided that it was not time to stop so they went on with producing a remake for King's Quest 2. But this time they go a step beyond the older version and instead of enhancing it just graphically they are also going to add some more puzzles and locations in the game.

As you can see in the screenshot to the right the graphics are very reminiscent of the Sierra games in the beginning of the 90's when they had 256 colors. The interface of the game is also loyal to the style of that age. The game has a release date for November 2002 and you can download it for FREE (I just love that word) in Tierra's site. You should be expecting a review in the next issue of The Inventory. The address of Tierra's site is:

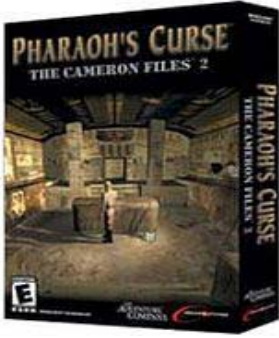
<http://www.qknowledge.net/royalquest/>



Legacy – Dark Shadows is a new point and click adventure played from the 3rd person perspective. The story of the game spans a large period, starting from the battle for Stalingrad in 1942 and ending in the year 2138. There will be more than 50 characters in the game and more than 100 locations to visit. The player will be able to control more than one character in the game.

The graphics of the game will remind you The Longest Journey or The Final Fantasy (movie). The release date for Legacy is fall 2003 and whether we are going to be able to get it here in the Nordic Region depends on whether a publisher is going to be interested in shipping it here or not.

Razor that is developing the game have a very premature alpha version for download in Legacy's official site and if you are interested to take a very early look at the game you can visit <http://www.legacythegame.com> Don't forget though that this is not how the final version will be.



Pharaoh's Curse is the sequel to Cameron Files: Secret at Loch Ness by Dreamcatcher. The game is viewed from the 1st person perspective. The adventure takes place under the hot sun of Egypt.

A mummy disappears and one member of an archaeological team is kidnapped. It is up to you to solve the mystery behind these events.

Pharaoh's Curse looks like an excellent choice for fans of Egyptian history and the occult. The game is fortunately shipped in the Nordic Region by Webhallen. Its release date is 1st of December 2002 and the price as it is right now at Webhallen's site is 430 SEK.

For more information about the game:

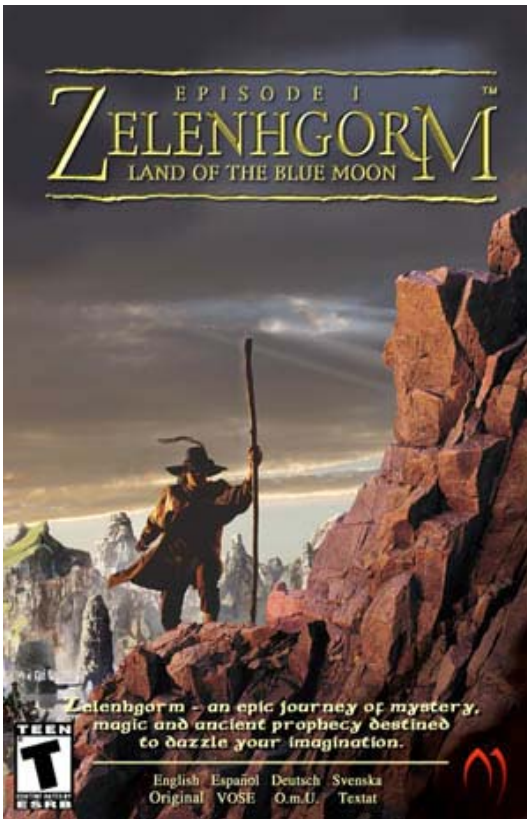
<http://www.dreamcatchergames.com/pharaohscurse/index.html>

To pre-order the game:

<http://www.webhallen.com>



The Celebrity Corner



In the first issue of The Inventory we have 2 interviews with the creators of two new released adventures. These are Michi Lantz creator of Zelenhgorm and Stefano Gualeni creator of Tony Tough.

Michi Lantz

The first interview is with Michi Lantz. We are proud to say that Michi is a member of the Nordic Adventure Guild. Her new game is a full motion video adventure with real actors. Some of the actors even starred in the Star Wars movies so all Star Wars fans might find a couple of familiar faces.

The game is already available from the site of Federation X and it will be released in Webhallen in the 30th of November. Here are the links for those interested to buy it.

<http://www.federationx.com/>

<http://www.webhallen.com/>

Now let's continue with the interview.

Hello Michi, first of all thank you for participating in this interview. It is an honour to have you in the club. I personally am a big fan of FMV adventure games and I hope Zelehgorm becomes a success. Now let's go to the questions.

Herself

-Tell us a little bit about yourself.

Thank you. I'm honoured to have been asked. I think it's great that we get an organized network here in Scandinavia. Now to the questions...well, I'm thirty-eight years old. I've been in film and video industry for fifteen years. I've worked with games roundabout five and a half years. I have two daughters. I'm what's called a single working mum. I read and watch movies a lot. Music is very important to me. And I'm a hell of a dancer! :)

-When did you start developing games? Is Zelehgorm the first game you have developed?

Yes, Zelenhgorm is the first game I've produced. We started in the summer of 1997 in my kitchen, I and two others. The first year we grew from 3 persons and my kitchen to 20 persons and our own studio with film team, 3d-department, design team, music composer, programmers and video compositing and writer all in-house.

-Do you play adventures yourself? If yes, tell us some of your favourite adventure games and since when have you played adventure games.

Yes, when I have the time. I play with my kids of course. My oldest daughter likes The Sims and Harry Potter. Besides Zelenhgorm, as you can imagine I've played a lot :), I enjoyed The Longest Journey and I have recently purchased Syberia. I haven't played it yet, but I'm curious about it. Actually, I haven't played that much, as you would think, the last years. I enjoyed the text-based adventures in the eighties. Oh I almost forgot... I like a Danish game called Blackout very much. A sort of a game black noir. And there is Tender Loving Care, really absorbing. It's a provocative, psychological thriller and not an adventure, but really cool. Tony Tough is something I would like to try also. There are more games I would like to play, but time is always an issue for me.

-Why did you decide to make an FMV game?

Well, we wanted to create a fully believable world with real people to relate to. When we started I had a hard time to endure the often very stiff 3d-characters, [I know I put my chin out here! :)], I saw in other game. And even if Myst and Riven were beautiful graphically they were too autistic for me. I want to see and talk to real people in their world. A true and real fantasy world. It was nothing more than that.

Zelenhgorm



-Tell us a little bit about the story of Zelenhgorm without giving too much away.

Zelenhgorm - Land of the Blue Moon is the name of a continent, surrounded by water, on an alien world with wild nature, strange creatures, ancient cities and dark, mystical secrets. Whether other continents exist beyond these oceans is not known. The vegetation, points of the compass, the length of the year and seasons are the same as ours. In the sky, you see a sun similar to ours and a moon that is both larger and bluer than our own. The history of this land is long, complex and sophisticated.

In this first episode of the dazzling cinematic fantasy game, you will encounter the superstitious world of Zelenhgorm in the shape of Arrikk Vaheirr. As this epic story begins you, as Arrikk, awaken after having a bizarre dream and discover that a gigantic ship has run aground in the bay that borders on your garden. From where does this strange ship come from and why has it suddenly turned up? Are these phenomena the result of unknown creatures, magical powers, or the long forgotten technology of some long lost civilisation? The ship is, on the face of it, empty.

To find the clues, you must start to seek answers from among your own people, who wish to have nothing to do with you. This will not prove to be an easy task. In order to conquer ignorance, viciousness and the terrible guards of the town elders, you will need to make use of every bit of cunning and talent as you can muster. When you succeed, a magnificent adventure awaits you - the experience of the mystical continent of Zelenhgorm?

-Does the game have any influences from science fiction/fantasy films or books?

Absolutely. Magnus Welinder, the writer, had constructed and wrote about worlds since he was a young boy. Both Magnus and I are big fans of Ursula Le Guin, Orson Scott Card and several more writers, but Zelenhgorm is its own world, with its own conditions and structure. There were several people in the team that gave Magnus input and inspired him. But he was the one that wrote and built Zelenhgorm. There's a huge pile of material about the world of Z that will come out in different formats. [Tragically Magnus died on Easter this year, but I'll continue the work.]

-Could you explain the concept of episodes and parts of Zelenhgorm? When is the next episode/part coming out?

Yes, I get asked a lot about this. The storyline of the Zelenhgorm computer game is divided into a trilogy, three parts. Each of these parts will be further divided into episodes. So this first trilogy part, Zelenhgorm: The Great Ship, will have three or four episodes. How many episodes the other trilogy parts will have is not decided yet, though the story is there! At the moment I'm looking at how I can compress the story and get fewer episodes, but get longer gameplay and still keep an intriguing and absorbing game. The expected release of the next episode will be revealed within a few months. I want to see how the market reacts. So far the overall response is good, very good. But I need help from people like you. :)



-Have you finished filming all episodes/parts of Zelenhgorm?

No, but most of the next episode and the end/cliff-hanger of this trilogy part.

-Are there going to be any differences in the next episodes/parts regarding gameplay or is everything going to be the same as in 'The Great Ship'.

The next episode will have similar gameplay and same behaviour, but as you explore the world and come to see other cultures you will encounter small differences in the gameplay. I want the interface to be easy and simple to use.

-Is it definite that the rest of the episodes of Zelenhgorm are going to be produced eventually or will this depend on the success of the first part?

Hmm...Good question. Both! The incentive of undertaking this rather mammoth task of producing the game, other formats and develop the concept is that it's going to be put into practice. We are creating the best fantasy concept done in years. Otherwise, why do it if you don't believe it yourself. But I have to be a realist and be sensitive regarding the players' reactions. If nobody likes it, then nobody will buy it and then the financial incentive fly out the window. But I'm known for my perseverance, so...*lol*

-Most reviews characterise the game as an excellent one that no adventure/fantasy fan should miss. There is however some criticism on the length of the game. Zelenhgorm is not the only adventure that has been criticised for its short length lately. Another example is Syberia. A great adventure but a lot of people thought it was quite short. Are there any financial/strategic reasons behind this? Are the next episodes of Zelenhgorm going to be as long as the first one or are you going to increase the game's length due to the criticism?

I agree that the game is a bit too short. We intended to have a much longer story and gameplay. But due to production and financial reasons, I had to cut somewhere if we were going to do this at all. I think we came out quite good with that in mind. So as I said earlier I'm looking at how I can make the gameplay and story longer so you get more for your bucks! Maybe I should invite Zelenhgorm fans to help me! Wouldn't that be a cool idea? I'll think about that! :)



-Zelenhgorm features a cast of some well-known and experienced actors (some of those even starred in the Star Wars movies). What did they think of the experience of shooting scenes for a computer game? What did you think of the experience of working with real actors for the production of the game?

Working with Jeremy Bulloch, David Prowse, Kenny Baker and James Hong was sheer delight! We had such fun and they're so warm-hearted and generous. We became good friends. Working with blue- or green screen wasn't news to them, but that they had to start and end in the same position was. They thought the studio and team was refreshing to work with, since we didn't have any trailers or anything like Hollywood and was a small budget production, compared to the movie industry. They were impressed how tidy the cinematographer kept the studio. I could say much about working with real-actors in an interactive production, but one important thing was that I had to be very clear

in telling them why we had to do things in a certain way or why we couldn't cut or edit in a take. Most of them were theatre actors and used to big gestures, so I had to minimize that. Sometimes it was hard, but most of the time it was fun. I'd do it again, anytime.

-Are there any plans for a DVD-ROM version of Zelenhgorm? A lot of adventure gamers are requesting more games in DVDs in order to avoid disk swapping and for better game quality (due to the large storage space)

Yes. I wanted that at first, but it was too expensive to produce and according to the retailers the market wasn't ready. There were too many CD-Rom readers out there. Next episode will definitely be in DVD.



Moloto

-When was Moloto founded? Would you like to tell us something about Moloto and its plans for the future?

At first the company was called Malamute and was founded 1997. When the first financier didn't have the means to continue the collaboration in 2001, I had to find new venture capital. All of us in the production team were given notice and I found myself with out any money to continue the production. Luckily after nine months I found new financiers with experience from entertainment industry and here we are! So finally we have a fully financed product ready to hit the shelves. It has here in Scandinavia, but we have negotiations with publishers for other territories.

-Is Moloto going to produce any other adventures in the future apart from Zelenhgorm?

I don't know. Maybe. It's too soon to tell. First we'll get the wheels going for Zelenhgorm. But if I'd be asked to produce a game, I'd definitely consider it.

-Promotion nowadays is one of the most important factors in the success of computer games. What are the plans of Moloto for promoting Zelenhgorm?

Well, we have so far received good reviews and I think people read that. I'm fond of so called guerrilla marketing, talk to people, ask for help. You have to be inventive in how you do your

promoting if you don't have a huge marketing budget. And I'm not afraid of asking for help. I believe in what I'm doing and I think if I'm active in communicating with the players I can accomplish a great deal in promoting the game. I always try to answer each e-mail sent to me, even if some of them can be somewhat disappointed in the length of the game. But when people understand that this is a concept and not only a game, they anticipate the next episode. So time is an issue here. I try to be legible in the fact that this is an episodic adventure. Interviews are also a good tool. Communicating is the key to success, we'll have to see how good I do.

Summary

-We have some more members in the club who are also developers. After your experience with developing Zelenhgorm, do you have any advices to give them? Maybe something that they should really pay attention to when they develop a game, or something that you wish you knew when you begun developing the game?

You can never, never, and I can't emphasize this too much, underestimate that time costs. Developers tend to be a bit too optimistic in what they can accomplish on time. So you find yourself recalculating the dead line more than once before you can deliver. There is always something you overlooked or couldn't possibly have foreseen. And that costs. But the experiences are very valuable, though, both production and financial wise. I wish I knew that it was so time-consuming to get different departments to understand each other and to have the same language. Another thing is that you should be picky in choosing your crew, you'll depend on them. Without them your vision is nothing. And never lose track of what you're trying to do, you have to be convinced yourself.

-Is there anything more you would like to say to our readers?

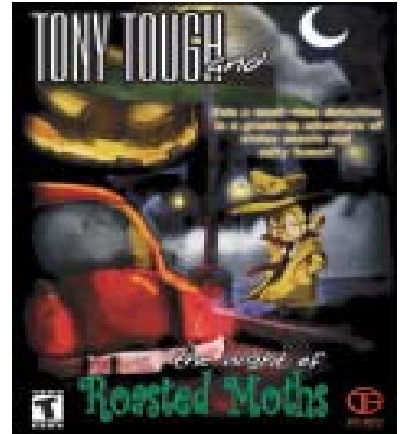
I want to thank everyone that has one way or another given me input and helped me over the years. No one named and no one forgotten. All these people that I never met, but who wanted to help me get the game on the market. Keep up the good work, I surely need your continuous help and input. I hope I see more people play Zelenhgorm and continue the journey around the continent. It will be an experience. So spread the word and see you all in Zelenhgorm. :)

Thanks again Michi for sharing your knowledge with us. I hope the club will help in the promotion of your game. FMV is a great tool and can give a new dimension in terms of realism to games. Good luck with Zelenhgorm.



Stefano Gualeni

The second interview is with Stefano Gualeni. Stefano Gualeni is the creator and designer of the new point and click adventure game Tony Tough and the night of the Night of the Roasted Moths. The game is seen from the 3rd perspective and will remind to a lot of you the older Lucasarts classics. He was kind enough to conduct an interview by e-mail. Unfortunately there is no release date for the Nordic region as of yet.



Himself

Tell us a little bit about yourself.

My delightful Australian mother recently described me as a “tall man with a hat”. I thought she was being overly flattering. That’s a fair bit about myself, I reckon.

-When did you start developing games? Is Tony Tough the first game you have developed?

Tony Tough is not the first game I’ve worked on, but it’s the first one I’ve designed and developed from scratch. There should be no need to point out what an enormous satisfaction it is to see it released on a planetary scale. The first game, developed with pretty much the same group, was released only in Italy for Amiga when the majority of us were still teenagers.

We were mainly designers and graphic designers and, back in 1999 and over with the first title, it seemed a reasonable thing to do to dedicate our common efforts to both take off with a new project and train primates to be our housekeepers.

-Do you play adventures yourself? If yes, tell us some of your favourite adventure games and since when have you played adventure games.

I used to play adventures for many years before I had both to work for Tony and the university that has somehow lead to a break between me and the serious gaming I was used to do. I am currently a year far from my doctorate in architecture and, sadly in a way, no longer familiar with the adventure scene. At the moment I mostly play games I can approach and quit without feeling bad or in a desperate need to keep going.

My favourite adventure games are...mhhh...Loom, Monkey Island I & II, Sam & Max, DOTT. I’d add “Another World” but I’m afraid most of you would argue it’s more of a platform game... still one of the best titles ever conceived by mankind.

-Are you a fan of Lucasarts games (judging by the look and feeling of Tony Tough)? In what way did they inspire you for Tony Tough?

I think I already replied to the first question. Besides that, I am sure Lucasarts titles have had an extensive impact on the whole game concept: I was totally fond of the atmosphere you could breathe in the first two titles of the Monkey Island saga, but I reckon Tony to be altogether an original game and basically unique.

The graphic aspect of the game is a slightly different case: it is apparently (as many, you included, already pointed out) more strictly related to “old school” titles like DOTT or MI. My influence on that feature of the game was altogether modest, so...well...answer hazy...

Tony Tough

-Tell us a little bit about the story of the game without giving too much away.

In a few words, for a hardly believable tangle of coincidences, the twisted, greasy and anxious human larva also known as Tony Tough (untalented lackey of a major investigation company) finds himself trapped in a case which sounds too childish and “evidently produced by his very own obsessions” to be real.

The personal life of Tony will play a pivotal role in the development of the plot, which will obviously drift much farther than the initial “stolen candies” case. It was built around a symbolic structure too, which, I hope, will not “disturb” most of the players. Definitely not a “toy” for little kids either in its contents, game structure, difficulty.

-Tell us a little bit about Tony's character. Is he as tough as the name implies?

He for sure has a strong personality, but you can take my word when I say he’s weak as a schoolgirl. Hrm...Nothing against schoolgirls, indeed...it is in fact all the contrary! I love schoolgirls. I absolutely adore them...I formally ask Swedish schoolgirls to send me random pieces of their vestiments. Or food...yes...I am sure either one will be most welcome.

Apart from the slight and mostly involuntary irony in the name, it’s actually the English translation of my literature teacher’s name, from whom I borrowed a few aspects of Tony’s behaviour as well.

-Tell us a little bit about the interface also. From what I saw in the trailer it looks a lot like Curse of Monkey Island.

I think it’s more based on “Full Throttle”, as the game was already released in Italy at the same time “The Curse of Monkey Island” was...It is designed to look good and give an immediately visual way to handle the situations in the game. An innovative feature, despite basically futile, is the increasing quantity of commands as the story proceeds. Some say it’s silly. I really don’t feel like proving the contrary.



-Are the puzzles going to be logical or whacky-monkey island-style?

Both and more, you'll see...

-How much time will it take for an average adventure gamer to finish the game?

Hard to say...I think it essentially depends on how pathetic your real life is. I've heard of truly ghastly people who finished it in three days only.

-Who came up with the name of the game? What are the roasted moths?

1. Me.
2. Give more money and ask again.

-Is there going to be a Tony Tough 2?

This is probably the most painful question you could have asked. Tony was released independently and eventually bought by a software company, which managed its rights and distribution. Working independently, as some of you might have already experienced, is the worst way to try to find your spot in the videogame industry. Almost but not quite entirely reasonably.

I personally would love to work on games again, but I seriously doubt somebody will ring me asking to write a new chapter or a totally new game: companies have their own development teams and (and here we can talk through personal experience) you can come up with the most brilliant designs and yet they would probably not even read them. An interesting alternative could be trying to actually be hired, but I am not sure that's what I want and I am not sure they would want me either. Hee hee...I would if I could and I suspect life be not permanent.

Developing Tony Tough

-How much time did it take to finish developing the game?

All considered I'd say almost two years.

-Did you intend to sell it as a commercial game when you started producing it? Who had the idea to start working on an adventure game?

Yes: it came after a first game that was commercially released and, despite being developed independently, the aim has always been such. The idea, as pointed out before, of deciding to work on an adventure was not begot by someone in particular: it simply was recognized as the only option we had to release a commercial game (being the motley team initially composed by essentially graphic designers and game designers).

-How many people worked on it?

Fourteen people, if I am not mistaken...plus a few moths, of course.

-What was your role in the development of the game?

I wrote the storyboard, the puzzles, the dialogues and did some serious sulking.

-What kind of engine did you use to make Tony Tough?

Arg... You should have a more satisfying reply from Giovanni "Wooden Fingers" Bagio, but I am pretty sure he'd be too busy with some Chinese beauties to take a reply in consideration... you'd have to be content with my few and most probably imprecise information. As far as I am concerned, it is written in C++ from scratch and does a lot of nice little thingies.

-Some members of our club are developers themselves. Do you have some advice to give them based on your experience with Tony Tough? Is there something that you learned during the development and you wish you knew when you started making the game?

Such a good question that I'd better not spoil it with a bad answer.

Summary



-What are your plans for the future? Do you see yourself working on another adventure game in the next years?

Finish my university career, spend some time in Mexico...what else...I don't know, there are so many possibilities...I'd be of course delighted to work on other adventures but it still seems rather an unlikely perspective...I am afraid I cannot possibly be less vague.

-Is there any adventure you are eagerly awaiting right now (apart from Tony Tough)?

Hee hee... mhhh...not really. I am more into consuming my fingertips and an obscene portion of my spare time on Tekken 4 right now.

Thank you again for giving us some insight about your new adventure game, Tony Tough and the Night of Roasted Moths. I hope the game becomes popular among the adventure community and I hope that we will see another adventure made from you.

Thank you for the interest you've shown. I share your same hopes, wishing to find not to painful a way to release another and far more sinister game, one day...All the best for your Adventure Club.

Stefano Gualeni.

B.SOKAL

SYBERIA

REVIEW OF THE MONTH

The 'review of the month' in the first issue of The Inventory is very special. Syberia is a game that will change the way you think about machines once and for all. Benoit Sokal created a gem that will shine in the adventure games history for years to come. But enough with the prologue, let me introduce you to the heroine of Syberia, Kate Walker.

Name: Kate Walker
Occupation: Lawyer
City: New York
Likes: Walking, Talking on the phone
Hates: Any cumbersome activity and being wet
Boyfriend: Yes



This is Kate Walker. She was assigned a mission by her agency to travel to a small town in the French Alps called Valadilene and close a deal that would involve a large toy company and the owner of an old toy factory called Anna Voralberg. Well this definitely looked like just another day at the office. But it was, fortunately for us, not meant to be so.



Story: When Kate arrives in Valadilene, she learns that Anna Voralberg, the owner of the factory is dead and that in order to close the deal she has to find the last heir of the factory and brother to Anna, Hans Voralberg who has left Valadilene years ago. The game revolves around Kate's search for Hans that will bring her in many peculiar places around the world and will change her life and her personality forever.

In this search Kate will meet a lot of interesting and unusual people and robots (but the people of Valadilene get crazy when you call them robots so let's just call them automatons). Some of the characters you will meet are odd, others are funny, others are sad, but what they all have in common is that they are all memorable for their own special characteristics. I wouldn't like to talk about each character individually because I don't know which characters should I pick. Every one of them have their own special personality that it would have been unfair if some of them were left out.

The story of the game is its strongest point. The plot unfolds maestrically and transforms gradually from a boring contract issue to the saga of one of the most talented and gifted characters ever created in stories. The atmosphere is quite gloomy and depressing in most parts.

Some people in internet forums have admitted crying by playing Syberia. At the same time there are some funny moments here and there especially when talking with Oscar, Kate Walker's best friend in her journey (that will remind you of C3PO from Star Wars movies) and when talking to the university rectors.



The only downside of the story would be its length. Syberia is a quite short game that an average adventure player would finish in 12 to 15 hours. The good news is that Syberia 2 is already being developed by Microids and hopefully the developers will take in mind the criticism that the game has taken for its short length from the majority of the reviewers and players and will add 8-10 more hours of story this time.



Graphics: The game is viewed from the 3rd person perspective and uses 3d models on pre-rendered backgrounds. The graphics of the game are stunning. Every little detail has been paid attention to. The dominant colour in the game is gray. It is intended to be so because of the emphasis on the mechanical world and because of the depressing theme of the story. There are however shades of bright colours in various occasions to highlight the contradiction of nature with the machines. The overall high quality of graphics bears the signature of Benoit Sokal. There are several cutscenes in the game that add a cinematic feeling to it. To sum up the game is an eye candy.



Sound: The sound of the game is also superb. Classical music is played throughout the game setting the tone for the gloomy mood of Syberia. There is also a classical song by a Russian singer near the end of the game that is going to stay in your memory for a long time after you hear it. The voices of the characters are all very well and professionally performed and they tend to suit each character's personality. The only improvement in music that could have been done would have been a couple of tracks more, because there is only 1 or 2 tracks played on each town Kate visits.



Gameplay: If there is something that is not perfect with this game is its gameplay, without saying at the same time that it is bad but it could be better. The most obvious problem in the gameplay was the dialogue system. It was mostly the same topics discussed with all the characters in the game. The choice of topics with a character should be more specific and more relevant to the certain person. Furthermore the dialogue system was a few times not up to date with the progress of the story. For example in one instance Kate had met Helena already and then when the hotel receptionist asked her if she had met Helena she said no and then the receptionist urged her to do so quickly!

The second imperfection with the game's interface was the lack of many hotspots and items that Kate could interact with in each scene and the absence of comments by Kate for events in the game or for items looked. The cursors are also quite difficult to understand in the beginning as for example the talk cursor is something that looks like a magnifying glass that is usually used for looking and not for talking.

The gameplay however has a very strong point. The puzzles are logical and will not stop you from progressing in the game long enough to irritate you. This makes the story's flow unhindered and enjoyable. Some of the hardcore puzzle fans might not enjoy this feature but the people that play adventures for their stories mostly, will definitely welcome and enjoy this aspect. There are a couple of toughies but if you are observant and logical they are nothing that will keep you stuck and baffled.

Although the dialogue system is not the best ever made, the dialogues themselves are a joy to listen to. They build up the characters personalities and they make you actually start caring about them. Another good feature of the game is Kate's mobile phone. It felt very realistic and modern to have all these conversations on the phone, and they let you know a lot about Kate's personal life and the changes that she undergoes through her journey.

Benoit Sokal:

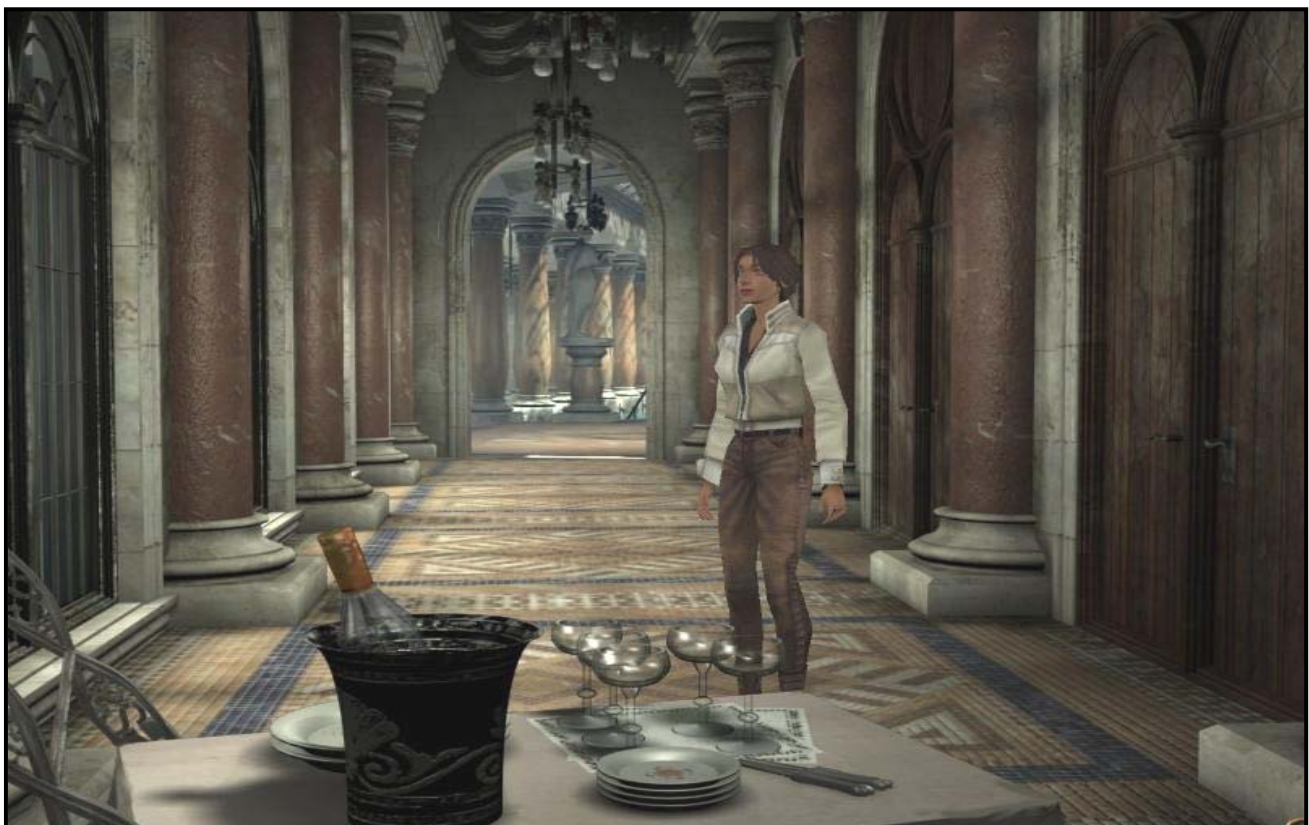
The creator of Syberia is born in 1954 in Belgium but currently lives in France.

Before working with adventures he was a cartoonist and his early work included the duck detective, Inspector Carnado.

Previous works of his in adventures can also be seen in Ring and in Amerzone.

All the wonderful locations, the distinctive and memorable characters and the well crafted plot are creations of his talent

His fantastic work in Syberia has made him one of the most famous game designers. He is definitely the Hans Voralberg of adventure games.





General info : The box of the game is quite ok. Not something special really but not bad at the same time. On the tested system there were no technical problems but it has been noticed by other people that there is a bug in a certain part of the game. Microids have already developed a patch, which is available for download from the game's site. Microids have done a really good job in promoting the game. In the local GAME store, where adventures are only visible in the bargain bins, Syberia is the first adventure in a long time now to take a place among other popular games. In Webhallen it has been in the top 20 of PC games since the day it was released. Benoit Sokal in an interview in Gameboomers stated that the game sells very good in America, in Canada and in Europe.

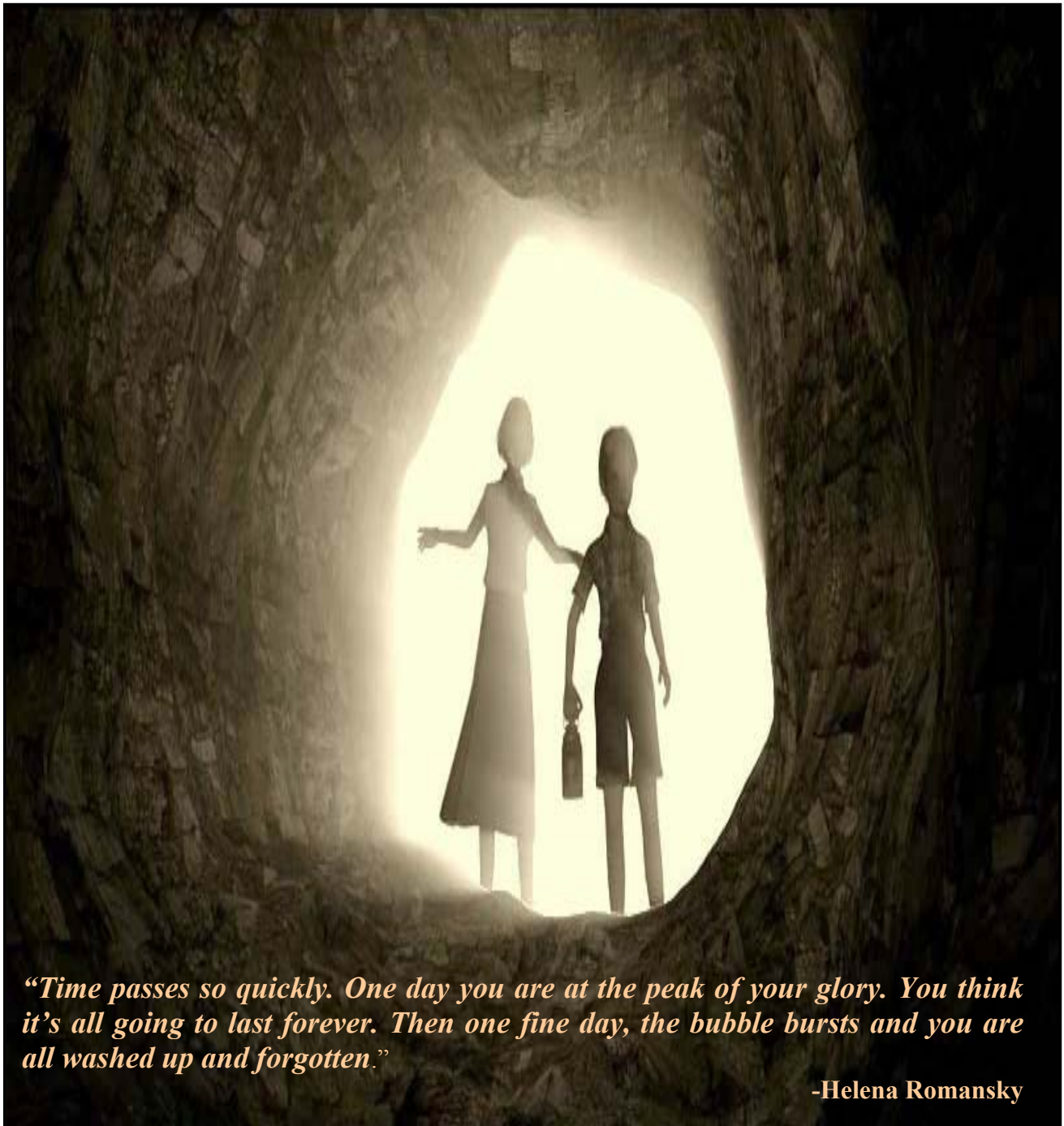


To get you started...

Click on the notice board next to the stairs to get a pamphlet. Read it to learn about Valadilene and automatons. Try to pick up the suitcase. Don't you just love Kate? Go south. Talk to Momo (the boy) about everything. Go back to the reception. Look on the desk. Take the key next to the automaton and use it in the slot of its back. Then press the red button. Talk to the innkeeper about everything.

Now in your room go and pick up the fax. Use your mobile phone to call your office. Turn off the phone and head back to the reception. Go to Momo's table and pick up the wheel from the floor and the two wheels from the table. Go back to the receptionist and talk to him about everything. Now it's time to leave the inn.

Go outside and after you manage closing your mouth from the jaw-dropping graphics go south, then west, south, talk to the baker. Go west one more time and take a look at the door. Put the second fax, the one that the receptionist gave you, on the automaton's hand. Then pull the middle lever first and then the right one. This should get you started. Enjoy the magical world of Syberia.



“Time passes so quickly. One day you are at the peak of your glory. You think it’s all going to last forever. Then one fine day, the bubble bursts and you are all washed up and forgotten.”

-Helena Romansky

*In a few words...*One of the best adventure games ever made. If it had a longer story and a slightly better interface it would be able to be a candidate for the best adventure game ever title. The story is one of the best ever told, although its short length.

The characters leave their own mark throughout the game and in the end you are going to think about many of them. The graphics and the music are absolutely magnificent.

Benoit Sokal earned himself a place among the great names of the adventure genre. The countdown has officially begun. 11 months are left until Syberia 2 is released. Kate Walker.....keep walking.



Syberia

Developer: **Microids**
Category: **Point and click**
Perspective: **3rd person**
Difficulty: **Easy**
Site: www.syberia.info

Where to buy it:
www.webhallen.se
www.spiderman.no
www.amazon.co.uk

System Requirements:

Windows 95/98/Me/2000/XP

Pentium 2 350/500 MHZ

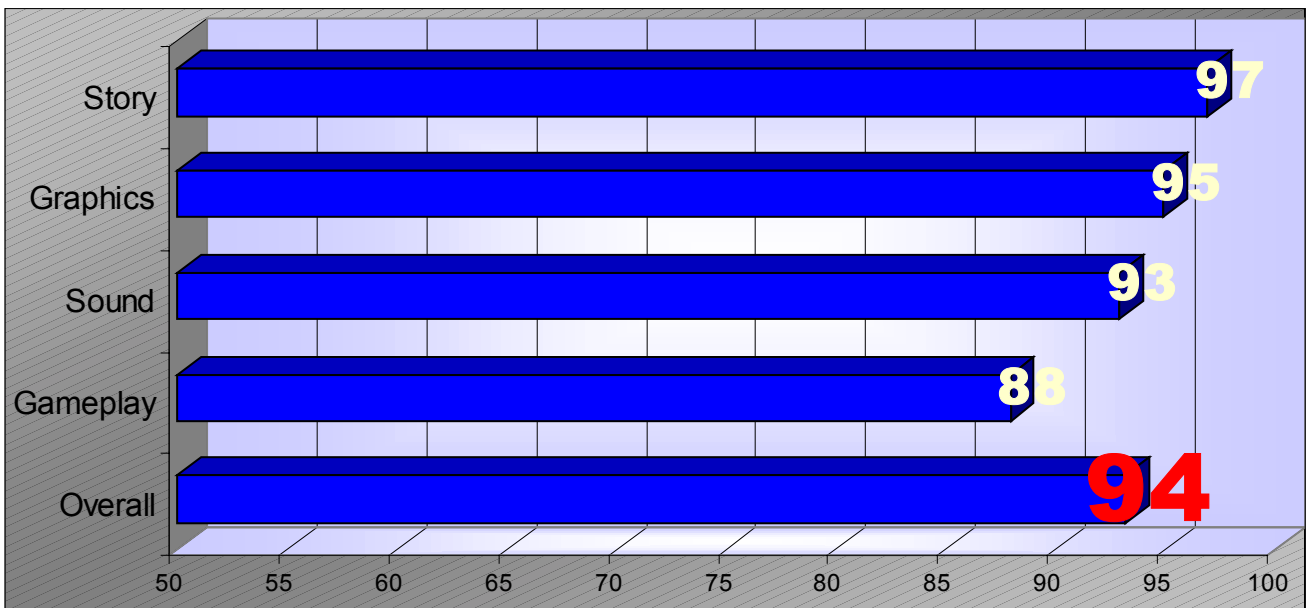
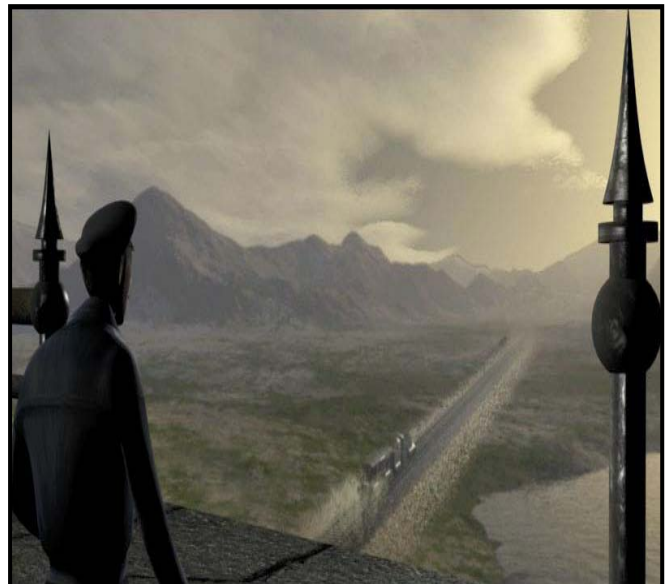
64/128 MB RAM

16X/24X CD ROM

400/800MB FREE HARD DISK

DIRECT SOUND SOUNDCARD

DIRECT 3D GRAPHICS CARD





My name is Winch....Largo Winch. Largo Winch is a new generation adventure game from Ubisoft. The perspective is from the 3rd person and it is keyboard controlled. Largo is the son of multimillionaire Nerio Winch and when his father dies Largo inherits his father's W organization. This game is a James Bond - style adventure that unfortunately has a lot of flaws.



Story: After announcing a humanitarian aid operation for a country called Drinavia, Sharon Greene the woman in charge of communications of group W comes to see you. She wants to talk to you about an incident in group W's labs in Mexico. At the same time there is a bomb threat and the exit door is locked. That's how the game starts. And although this sounds as an exciting beginning the progress of the story is of the lowest level. The game reminded me of some morning action TV series where you just watch them when you are sick and can't do anything else. There is no depth in the story and sometimes the way the story progresses makes no sense (if you play the game you will understand what I mean when you have to go and find the answer behind all this in the secret room in Sarjevane). If you are a person that are interested in

games with good stories maybe there is no reason to continue reading the rest of the review. If you are not then let's move on to a good point of the game.



Graphics: The graphics of Largo Winch are one of the few good aspects of the game. The game is viewed from the 3rd person perspective. It is probably one of the best in the adventure genre when it comes to 3D graphics. The characters have really smooth edges and don't remind at all the blocky characters of other 3D adventures. All the places are quite colourful. The faces of the characters are very well done for a 3d game. The sequences are also very cinematic and they give to the game the feeling of watching a movie. Unfortunately the bad written story make it seem like one of these Tuesday night movies when you feel really bored and have nothing better to do than to kill some time in front of the TV.



Sound: The music although it is not bad it is not something special either. I liked a theme played in Russia when Largo has to enter the room of a hacker. Otherwise the music is not notable. The voices of the characters are very well done.



Gameplay: And now let's go to the worst part of Largo Winch. The gameplay of the game is really bad. Most events in the game feel like the developers just put them there without thinking about the reason for placing the certain event at the certain point.

For example there are some action scenes that have nothing to do with the story. They are not handled in an action way, but this style of fighting is probably not going to appeal neither to action nor adventure players. The fights seem so unrealistic. The opponent has to wait for you to decide whether you want to kick him or punch him and then you have to wait for your opponent's attack and depending on chances of hit you are going to get

some of your opponent's hit points and he is going to get some of yours. This is probably the worst battle system ever created for a game. It is quite easy but it looks very unrealistic.

The puzzles are quite easy and most of the times every item necessary will appear in front of you big and clear. But at the same time some puzzles feel like they follow no logic. (*Spoilers*) For example when you are in Russia you have to call a Russian girl who works in a bar.

So you call the number of the bar and the barman who is also Russian by the way picks up the phone. And then talking to him in English Largo says that he wants to speak with that girl and when the barman asks him who wants to speak with her, Largo replies that he is her brother. Would her



Russian brother speak on the phone in English when he is calling a Russian bar to ask for his Russian sister?

Another example is when you go up the stairs in the same bar and you go in the room where they hold Simon. You go inside and then the bad guys point their guns at you and you have a gun pointing at them. And then what do you do? Ofcourse, it is the bad guys, bad guys always have an open suitcase full of cash on top of the table and an open bottle of vodka in front of it so that any good guy that happens to go inside can just throw the vodka on the suitcase and threaten to put fire on the money. (*Spoilers end*) There are more puzzles apart from these that are quite illogical.

Then there are these mini games, which are there just to make the game longer. The

hacking mini games especially are quite frequent and although I am not a hacker I am definitely sure that hacking is not handled in a jump from node to node way.

The controls are also quite bad. It carries with it the bad features of most keyboard-controlled games. The way the game works is that you move Largo with the arrow keys and when Largo goes near an object that he can interact with you can either look at it or take it with the keys Enter and Space. So as most objects are either on a table or on a wall, you will spend much time walking around tables and walls trying to turn Largo in the right direction so that you are sure you haven't missed something. As I said the puzzles are quite easy, but if you happen to get stuck at one, then you will have to do wall-table hunting quite a lot and it can eventually become annoying.

And last but not least it is this PDA that Largo has with him that usually gives you the most obvious hints. I.e. you make a fuss about seeing a director and when the director comes in front of you and says hello the PDA displays the message 'The director is over there, I should go and speak with him'. As I said before the gameplay of the game along with the story are the worst parts of Largo Winch.

To get you started...

Go on the upper floor and enter the door. Walk to the first alcove and go inside. Talk to the John Sullivan about everything and then the same with your secretary. Go to the next alcove and talk with Simon about everything and talk with his new girlfriend also. Walk further to the bar. Pick up an empty champagne glass. Walk to the third alcove and pick up the champagne bottle and the envelope that's sitting on the couch. Examine the envelope in your inventory. You find a plastic coated press badge. Now go all the way to the end and then walk outside to the balcony. Jenny Lucas is waiting

Largo Winch

Developer: **Ubisoft**

Category: **Direct control**

Perspective: **3rd person**

Difficulty: **Easy**

Site: **www.ubi.com/uk**

Where to buy it:

www.webhallen.se

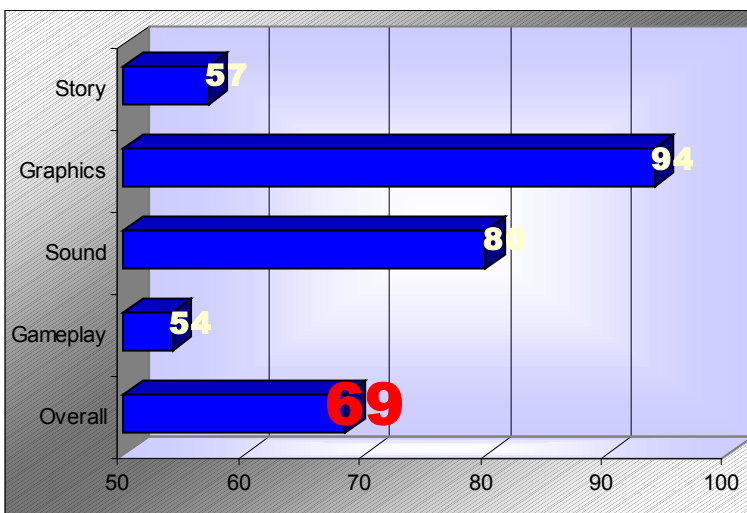
www.spiderman.no

www.amazon.co.uk



there. Talk to her about everything. Go back inside and walk to the entrance to find Sharon Greene. Talk with her, and then run out to the balcony. Walk in the left part of the screen, pick up the trowel and then climb over the handrail. Walk across the ledge to the window and use the press card to open it. Run all the way downstairs and go to the wall near the elevator. Use the trowel on the part of the wall that looks more light brown than the rest. That should get you started.

In a few words... Another new generation adventure fails to produce a result better than mediocre. Although in the beginning the game looks interesting and the good graphics inspire your appetite for adventuring the interest is lost somewhere in the middle when the story stops following any logic, the controls start to annoy you and the fights and mini games leave you wondering why. If you like keyboard controls, you are not interested in a well-crafted story and you enjoy games with good graphics maybe it could offer you some hours of entertainment but otherwise you should probably look for another way to spend your free time.



System Requirements:
Windows 95/98/Me/2000/XP
Pentium 2 300 MHZ
64/128 MB RAM
4X - CD ROM
350MB FREE HARD DISK
DIRECTX 8 SOUNDCARD
GEFORCE 32MB CARD



*Jane Jensen is a magician
and stories are her spells.*

*Once you have played one of her games
you are going to be spellbound forever.*

A REVIEW - TRIBUTE TO

THE BEAST WITHIN

A Gabriel Knight Mystery



WHERE SHADOWS END, THE HUNT BEGINS

Masterpiece. A true work of art. A classic. The true essence of adventure gaming. The alpha and omega of storytelling. Marvelous. Stunning. Spectacular. I don't know if I can come up with more words that represent the true value of The Beast Within.

The Beast Within is the sequel to the award winning Gabriel Knight 1 – Sins of the fathers. In Sins of the fathers, Gabriel was doing a research on some voodoo murders that occurred in New Orleans in order to become inspired for writing his new book. During his research Gabriel throws himself in a hurricane of events that let him discover more about his genealogy and its secrets. Gabriel is the last of a German family that are called the schattenjaggers (shadow hunters). In the end of GK1, Gabriel got to solve the mystery of the voodoo murders but the price he had to pay was the loss of his uncle Wolfgang and the acceptance of a destiny that will change his life forever. Since he was the last heir of the family Gabriel inherited the castle of the schattenjaggers in Rittersberg, Germany and he decided to move there, take care of the castle and start writing a new book.

TBW is an adventure played from the 3rd person perspective and uses point and click control system. The game was released in 1995 and it has received, as its predecessor various awards from a number of gaming, and not only, magazines. It is probably the game that has required the most human labor than any other game. The historical research, the composition and performance of a whole new opera



just for the purposes of this game, more than 80 actors, animals like a tiger, wolves, a pigeon and a horse that were used in filming, 3d modelers, programmers and many more people contributed for the development of this game.

The chances that another game will attempt the same kind of preparation and work are not really a lot. Those of you, who were lucky to play the game when it first came out, should read this review-tribute to awake some nice memories. Those of you who haven't should try to find a shop that still sells it, get it and then come back home and read the review to stimulate your appetite. Now let's go to the aspect of TBW that makes this game so unique.



Where to start and where to end...Let's start by clearing some things up. Search all the books you have read, all the movies you have seen and all other forms of story telling you can think about. It is very unlikely that you will find another story with such a perfect blend of real history with the paranormal and the occult. It is simply hard to imagine the amount of research Jane Jensen must have done to weave such a story.

“Jane Jensen has a dastardly penchant for writing mature mysteries that make '12 Monkeys' seem like a cute animal flick...”

-Billboard Magazine



The story begins with Gabriel trying to start writing his new novel (which is apparently not going so well). Meanwhile some people from Rittersberg have arrived at his castle, Schloss Ritter, asking for the schattenjager's help. One couple has lost their daughter who has fallen victim of a wolf attack. The parents believe strongly that this was not a wolf but a werewolf

and their daughter is not the only one who has fallen victim of a wolf attack lately since there have been some other wolf killings around Munich. Gabriel doesn't seem very fond of the werewolf theory but since he is the new schattenjager it is his duty to try to help the villagers.

This is only the beginning. The opening of the game is just the cover of the diamond box that when you get through you understand that you have got something precious. The whole story is a

collection of puzzle pieces that you will have to put together in order to come up with the final solution of the enigma behind these murders. Questions arise throughout the plot development.



Are the wolf killings committed by real wolves or by werewolves, as the villagers believe? Why have the cases of missing persons increased the latest years in two national forests around Munich? Who is the Black Wolf? Why does the name appear in records of the Schattenjagger diaries more than 200 years ago?

What do King Ludwig II and the famous composer Richard Wagner have to do with the whole story? How did King Ludwig die, and was he really insane? Does Wagner's lost opera really exist? What does a hunting club in the middle of Munich have to do with all that? These are some of the questions that you will come up with while you are playing The Beast Within.

"I hate the fact that everyone who knows any of these answers is dead."

-Grace Nakimura

TBW has definitely one of the most controversial, well woven, and mysterious stories ever not only in adventure games but in any story-telling medium imaginable. The way that Jane Jensen twists one of the most enigmatic historical person's biographies into a mythological story is just beyond comparison with anything else.

"The Beast Within is not just an intriguing mystery/adventure with loads of strong game play and outstanding full-motion video. It may also be the most thrilling - and chilling - history lesson you'll ever take."

-PC Entertainment



The Beast Within uses Full Motion Video (FMV) graphics and real actors. The video is interlaced, which means that there are tiny black lines between the screen, which makes the quality of the video not exactly top notch but considering the date that this game was made does not leave any place for complaints really. The video area takes about 70% of your screen, which is a large proportion, compared with other FMV games of the same time. The actor who played Gabriel, Dean Erickson, who has also starred in a television episode of the show Frasier, did a great job on his role portraying the schattenjagger.

His striking similarity to Gabriel's drawn face in GK1 can only make you wonder where did they find him? Joanne Takahashi did also a good job on Grace, although sometimes exaggerated a little bit. Other actors that did a great job were Peter Lucas as the owner of the hunting club Baron Von Glower, Nicholas Worth as the German police officer Leber and Etan Boritzer as the receptionist of the hunting club Xavier. The total cast included more than 80 actors a number that surpasses even some of the Hollywood films.

"The very best interactive, live-action video adventure game to date. Everything about it is first rate."

-Gamespot





Robert Holmes made an excellent job on *The Beast Within*. The score of the game consists of classical and ambient music. Some of the ambient themes will remind you of the music you usually hear in *X-files*. But the greatness of the game is shown in all its extent in the fact that a whole opera was written, composed and performed only for the purposes of this game. Something that we will probably not see again in another game. Apart from the opera, the rest of the score sets the mood for the dark and mysterious theme of *TBW*. The game is not in Dolby Surround but at this time many games did not have surround sound.

"It's not everyday that you find an adventure game with its own libretto. But Jane Jensen, one of the driving forces at Sierra On-Line, is no ordinary game designer."

-Time Out New York



The gameplay of *TBW* is not groundbreaking but it gets the job done. It is point and click controlled and the cursor changes to a knife when you can interact with an object or a character in the game. You get to control both Gabriel and Grace in the game. Gabriel is investigating the crime scenes in Munich while Grace takes care of the research that needs to be done to support Gabriel's investigation. The control of two different characters gives a bigger depth to the gameplay since you get to know very well two quite different personalities. It also gives a sense of variety to the story. When you have progressed with one of them, then the game pauses and it jumps on the other one's story, and then the other way around again.





Gabriel has a tape recorder to record all his conversations or in order to find unconventional solutions to some hindrances that he might come across. Grace has a notebook where she writes down all the important information she gains throughout her research.

The difficulty of the game is not difficult enough to irritate you, but it's not a walk in the park either. There are one or two quite hard puzzles but nothing that a little exploration could not fix. There are not any illogical puzzles however. The fact that the game has FMV graphics and all the actions of the characters are shown in video makes difficult the existence of really illogical puzzles, since it is not easy to film something out of the ordinary (like taking the fur of a cat to use it as a moustache).



The box of the game is probably the best ever created for a computer game. It is a real eye catcher and it has a sense of mystery in itself. I didn't come up to any bugs during playing that game, and I have played it four times already in three different computers. Although TBW was published in 1995 it still plays fine on new computers, as long as you set your screen to 256 colours and 640x480 resolution. One annoying thing about the game is the disk swapping which is quite extensive. The game comes on 6 cds and usually you have to swap discs by the end of each chapter, and in some occasions in between also.

Ludwig II King of Bavaria – The real facts

King Ludwig the II had a lot of nicknames such as the swan king, the fairy tale king, the mad king of Bavaria and the dream king. But was he really mad? His official birthdate is April 25 but he was really born on the 24th half an hour before midnight.

Ludwig’s grandfather, Ludwig the first, had wished that his grandson was born the same day as he was. Since the grandfather was present in the palace at the time of Ludwig II’s birth it was decided by the family to delay the announcement of the birth for 1 hour, thus 1845 April 25th 12:28 became the official birthdate recorded in the church records.

But the biggest mystery in Ludwig’s life was not his birth, but his death instead. After he was declared legally insane he was found drowned in the lake Starnberg south of Munich. Whether he committed suicide or was murdered still remains a mystery for historians.

King Ludwig was famous for his passion of building expensive castles. The biggest irony about Ludwig’s story is that one of the reasons that made him be considered as a crazy man during his lifetime, building expensive castles, is nowadays one of the most important income sources for the state of Bavaria.

In May 1864 in his first year as a king of Bavaria he met the famous composer Richard Wagner whom he patronized throughout the years till Wagner’s death.

Now you are probably wondering what does all this have to do with the game? This is where Jane Jensen comes in and shows her talent. I am not going to explain more, because I think the best way to experience it is by your own selves.

The only thing that is for sure is that you are going to be wondering yourselves about king Ludwig’s life when you will have finished the game.



Ludwig II with Richard Wagner





Jane Jensen

Jane Jensen was born in 1963, in Pennsylvania, U.S.A. After finishing her studies in Computer Science and working for some years as a programmer she decided to work as writer.

She established herself as one of the most talented mystery-thriller writers of the world with her Gabriel Knight series. Her stories are a balanced mix of history, the occult, religious mysteries and philosophical enigmas.

She currently lives in Seattle with her husband Robert Holmes who has also contributed in the music of Gabriel Knight games.

The Beast Within Gabriel Knight 2

Developer: **Sierra**
Category: **FMV Point and click**
Perspective: **3rd person**
Difficulty: **Medium**
Site: **N/A**

Where to buy it:

www.amazon.co.uk

Awards that The Beast Within has received

Game of the Year
Computer Gaming World '96
Adventure Game of the Year
Strategy Plus, '95
Adventure Game of the Year
PC Gamer '96
Best Story award
Gamespot '96
Editor's Choice Award
PC Gamer, Mar '96
Golden Triad award
Computer Game Review, Mar '96



To get you started

When Gabriel wakes up, open the sack and get everything you find inside. Look at all your items in the inventory and read Ubergrau's and Grace's letters. Go south. Click on the pieces of paper on the table so that Gabriel writes a letter to Grace. Read the newspaper that is also on the table. On the left side of the screen there is a note on the wall. Read it. Pick up the car keys under the mirror. Go outside. Go to the right then walk to the big wooden thing. There is a spot on the ground that there is no grass and it looks greyer. Click on it, and then click on the paw print. Go north. Here there is



another part without grass. Click on it also, and then pick up the piece of red hair from the ground. Walk back to the car. Go to the left and enter the open door. Click on the cement bag and then walk back to the paw print. Use the cement on the paw print, and after you are done return to the paw print to pick it up. Use the keys on the car. This should get you started...

*In a few words...*A true masterpiece of grandiose proportions. The adventure by which all other adventures to come will be measured with. Jane Jensen has offered the adventure players a good example to show to people that are not aware of adventures, what adventures are all about. Those who haven't played it yet, should definitely try to get a hold of a copy while they still can.

** Best Adventure
Ever Award **



The Inventory

System Requirements:
DOS, Windows 95/98/Me/2000/XP

486 33MHz

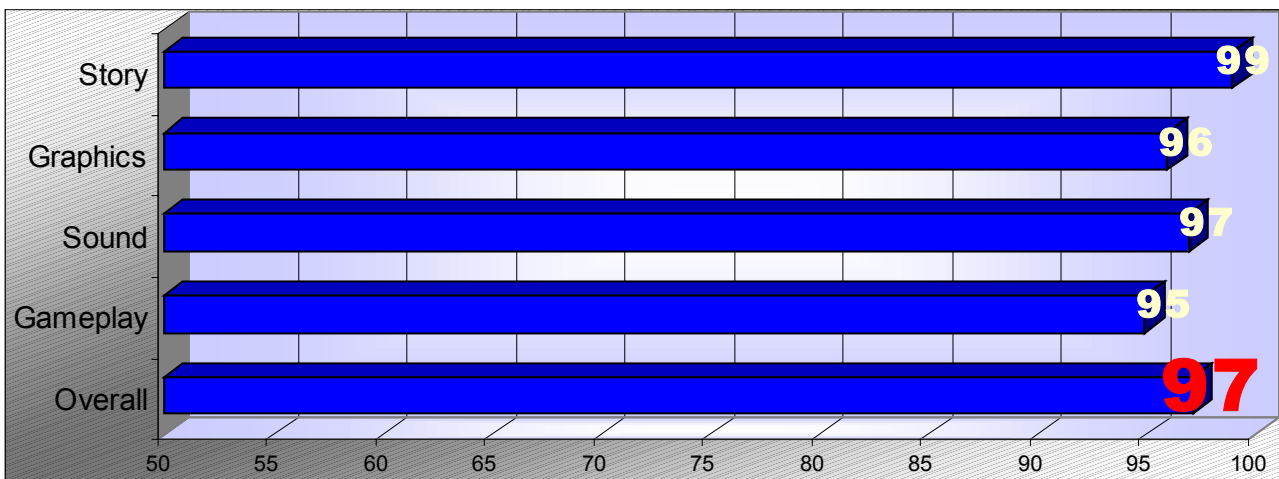
8 MB RAM

2X - CD ROM

20MB FREE HARD DISK

SOUNDCARD

4MB GRAPHICS CARD



Help for beginners

Here I will try to answer some questions that people who have had no contact with adventure games before might have.

What are adventures?

Adventures is a kind of computer games that let you control a character through a story. The difference adventures have with other kinds of computer games is that in order to progress in the game you have to communicate through dialogues with other characters in order to acquire information or an item that is necessary for progress, or you have to solve some puzzles, most of which require the correct use of an item. Adventures are very story-oriented and they are quite similar to movies with the difference that here you control the main character and you are the one who has to solve all the enigmas and puzzles.

What is an inventory?

Almost all adventure games have an inventory. An inventory is a fictional space where the main character stores the items that he/she collects during the adventure. When the character needs an item then he/she will find it in the inventory.

What are perspectives?

Perspectives is the view that you see the game from. If a game is 1st person perspective then you see the game from inside the character's eyes. You don't get to see the character, except in some sequences maybe during important events. If a game is 3rd person perspective then you see the game from outside the character, thus you can see the character and everything he/she is doing during the game.

What about point and click and direct control?

When a game is point and click then it is controlled with the mouse. You browse your cursor over the screen and when it crosses over a hotspot then the cursor usually changes to an action icon. By clicking then you perform a certain action. When a game is direct control you have to use the keyboard to control your character and you have to walk across something interesting in which case this interesting object/character is highlighted and you then have to press a keyboard key.

What are FMV, 3d and 2d games?

FMV is an abbreviation for Full Motion Video. These games use real actors and video sequences. 3d games have 3d graphics and you control 3d models in a 3d environment. In 2d games you usually control either a 3d model or a 2d drawn character on a 2d environment.

Epilogue

I hope you have enjoyed reading The Inventory. Like every beginning this first issue was a hard one to accomplish.

Special Thanks:

I would like to thank

- Just Adventure, and especially Randy Sluganski for offering a shelter for The Inventory. I hope our co-operation will continue for a long time and that we will manage to help the adventure genre eventually.
- Stefano Gualeni and Michi Lantz for being kind enough to answer to my questions in time for the release of The Inventory.
- Yngvil Runde for helping me build the Nordic Adventure Guild. She was the first one who replied in my plead for help, and she has been a great help in this attempt. She is also going to be an active writer in The Inventory starting from next month.
- All those people that have used the words adventure and dead in the same sentence. They got on my nerves so much that the result was NAG and The Inventory.
- All members of NAG for showing interest in the club.
- Last but not least I would like to thank justG from the Just Adventure Forums for helping me find some tools necessary for the accomplishment of this issue.

Next Issue:

Nothing is certain yet for the next issue but our plans include a TLJ special, with a review and an article about The Longest Journey. We are going to try get in contact with some developers for interviews in the celebrity corner. The plans also include reviews of Zelenhgorm by Moloto and King's Quest 2 remake by Tierra, but this depends on quite a few factors. The next issue also will give the opportunity to NAG's members to post their comments in The Inventory by sending an e-mail to us and writing anything you would like to, concerning adventures, local issues, NAG, or The Inventory. So if you want to write something that will be included in the next issue of The Inventory send a mail to us with subject 'Communication'. Unfortunately this feature is only for members of NAG.

Contact:

For those of you who want to join the Nordic Adventure Guild, or have comments/suggestions/questions about The Inventory you can send an e-mail either to me (theinventory@yahoo.com) or to Yngvil (ithill_anorien@hotmail.com).

Till next month...

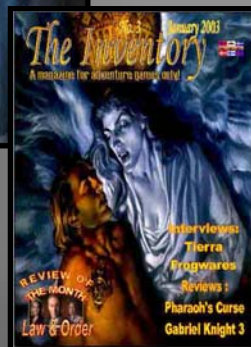
Dimitris Manos

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