phenomedia AG

games development

Gothic

roleplaying in an innovative living 3D world

Press

MCV: „PIRANHA Eats Up Limelight...even highly anticipated games like Ultima: Ascension look dull compared with GOTHIC's highly detailed and incredibly fast engine...HitTip"

PC ACTION: „Blockbuster GOTHIC..."

PC ACTION: „E3 Top 5: #3 - GOTHIC"

PC JOKER: „The upcoming highlight: GOTHIC..."

PC GAMES: „Bochums answer to Might and Magic..."

Online

Desslocks RPG news: „One thing's for sure, Piranha Bytes looks to push the envelope in computer RPGs...."

3D Gaming Net: „...it will blow away existing RPGs and maybe even revolutionize the genre..."

PC GAMES Central: „The game looks cool.... the way creatures behave is awesome..."

Game Revolution: „Snake Pliskin meets Gandalf the Wizard..."

Release in Germany
November 2000

International Territories for Sales

contact: stefan@piranha-bytes.com

Are you interested in learning more about our group? Visit our website at

www.piranha-bytes.com

or contact us directly at:

Phenomedia AG

Piranha Bytes Software GmbH

Lohrheidestr. 1

D - 44866 Bochum, GERMANY

fon +49 (0) 2327 997 100

fax +49 (0) 2327 997 110

email: info@piranha-bytes.com

PIRANHA BYTES

phenomedia AG

Inside Gothic

Time of War. The storm of the orcs is lying ahead.
In the mines prisoners pay with their sweat
and blood for the magical ore needed for weapons.
A magical barrier offers protection of the biggest
thugs and cutthroats of the country.
As one of them you are banned into this world and
you have to decide which path you want to go:

The Path of Fighting:

Become a master of the sword, longbow, axe or crossbow.

The Path of Magic:

Learn to bundle invisible energy, throw powerful fireballs, make bodies invisible and get to understand the language of runes.

The Path of Psi Power:

This is the might of controlling your spirit, rule over man and monster by your will and discover all secrets of the spirit.

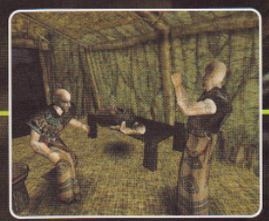
The Path of the Rogue:

Creep through the shadow, move silently and pick pockets of those that do not protect their belongings well enough.

Which path you ever want to go, prepare yourself to meet your destiny.

„There are a couple of unwritten laws here. If you stick to them, you can get along here. If you break them, they'll break you!" *Diego, rogue*

They work in mines, they sleep, stand guard, mock the freshmen, fight in duels, go hunting and are always prepared to defend their lives and property. Altogether about 200 individual characters are waiting for you, each of them will either talk to you or polishing your gob, it`s up to you.
But you should never forget that they all have friends, that they notice who you are attacking, where you spend your time; steal of them, but be careful. If they notice you, they'll get damn angry. And even their friends will warn them. So watch out when you go shopping as a rogue ...



Piranha Bytes was founded in October 1997 and up to now 25 members have joined the team.
Due to our development of an engine and the respective programmers, who are working inhouse, we are able to produce full-price mainstream titles of the highest technical level. PHENOMEDIA AG did the right step in going public in order to be able to compete on the market. In the meantime, PHENOMEDIA AG and PIRANHA BYTES as a subsidiary as well are known worldwide for our innovation and forward-looking perspectives. We are convinced that fascinating games do not have to be complicated.
To successfully produce mainstream games, our concept is an easy-to-learn user-interface, which is extremely simple to operate and which gives audio-visual feedback to all the actions of the player. A combination of possible actions and the virtual world's visual feedback achieve depth through simplicity. *Sometimes simple things are simply the best!*