

# GOTHIC



## Quotes:

### MCV - USA 002

... the game is already being touted by insiders for its breakthrough concepts...  
GOTHIC's chief designer has also applied a remarkable amount of artificial intelligence to GOTHIC's monsters.

### Game Star 10/98

Because of this, the game control of GOTHIC needs only 10 keys... you see your character running through dungeons like Lara Croft. Also, the game graphics play a special role, and the light-effects and motion-capturing are extremely eye-catching.

### News Express 02/98 - MCV 04/98

... GOTHIC (a 3D RPG) could set a new benchmark for every title in the German game development industry.

### MCV KW 41/98

... After the presentation of GOTHIC, a spectacular action adventure with RPG elements... PIRANHA BYTES is developing a title with chart potential...  
GOTHIC the outstanding PC Game from Germany... with a great international potential...

### Order tips/Previews

Product information: It is clear that after the second presentation of the spectacular Action Adventure with RPG elements, it's for sure that PIRANHA BYTES is developing a game with chart potential.

As an Assassin, Warrior, Magician or Psionic, one has to flee from a Fantasy-Jailworld. In the Pre-Beta version there are brilliant graphics [and] innovative game play.

Product potential: Even now it can be seen that GOTHIC is technologically the most spectacular game to come out of Germany. With this quality the game has huge international potential.

### MCV KW 42/98

Behind the scenes: PIRANHA BYTES - In GOTHIC the monsters have a social life!

... PIRANHA BYTES knows how to simplify a game system to make it user-friendly. The team from PIRANHA BYTES are regarded as the absolute Superstars of the German "Coder scene". The reason for this is because of the first previews of the leading role-play game GOTHIC, has other leading developers turning pale.

### PC Action 04/98

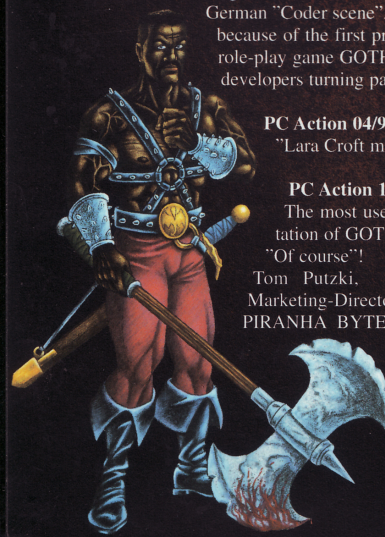
"Lara Croft meets Avatar"

### PC Action 10/98

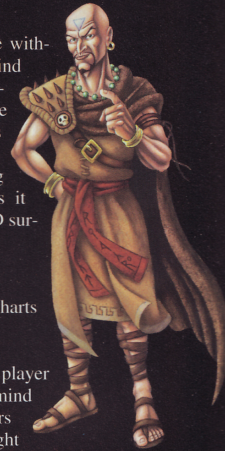
The most used word at the presentation of GOTHIC was:

"Of course!"

Tom Putzki, Level-Designer and Marketing-Director of the newcomer PIRANHA BYTES, was really in his



element. With a smirk on his face he withstood all attempts of the media, to find weaknesses of the first GOTHIC-alpha. "Can you really throw the torch?" "Of course!" "Do the arrows stay in the wooden doors?" "Of course!" Meanwhile the jaws of the willing media dropped open. Since when is it allowed to move around in a digital 3D surrounding as freely as in reality.



### PC Action 02/99

GOTHIC - On 10th place of Game-Charts 1999

Why it will be so great...

Non-playing characters react to the player who is playing, but apart from that mind their own business. Further the monsters lead their own life, stick together or fight against each other. Easy control and gameplay is the key. There is no confusing menu screen and the evolution of the characters happens during the game and not before. "What you see is what you get," said Tom Putzki. There is an optical feedback for everything (advancement of abilities, weapons, equipment, levels of talent, danger levels of enemies and atmosphere of non-playing characters and monsters) apart from that, Putzki promises "many surprises" for multi-player fans.

### PC GAMES 11/98

Comparable with Tomb Raider.

### PC JOKER 05/98

... it shouldn't take longer than the "magical quarter of an hour" till the player is persuaded of the simple handling and the "cool" gameplay without endless text.

### PC JOKER 11/98

... without the need to scroll through overcrowded menus!

### PC PLAYER 05/98

... self-developed graphic-engine, that is unlike many other 3D-Shooters and allows any angles and is therefore far more flexible.

### POWERPLAY 05/98

Nearly everything in the terrain allows itself to be used and the puzzles are arranged accordingly.

### SUPERGAMES 06-07/98

The player can easily modify the character without having to watch the character's attributes. This also plays an important role, in that, by solving different tasks the character value can be raised.

Through the movement of the character one can see if the character can use the weapon of the moment. Also the costume and equipment are in very high detail. Of course here it is optimal from the perspective of the third person.



## Features:

### Easy handling:

GOTHIC is self-instructive and is playable with only 10 keys.

### 3rd person view:

All modifications in weapons, equipment and talents are instantly visible in the character of the play.

### NPCs have a memory:

If there is an attack on a NPC, he will remember it and tells all his friends about it. In case of a second meeting he will remember it.

### Well-balanced social network:

In GOTHIC you can make friends as well as enemies. If you should hurt an important member of a group, you will have to face the whole group becoming your enemy.

### The world is constantly changing:

Throughout the game sudden events will change the world and entire relationships between the several groups. This gives variety to the play and keeps it thrilling.

### Communication with over 250 NPCs:

All conversations are related to the situation. That means that you only get to know the immediate interest. You don't have to check out all of the menus until you get to know the real important plots.

### NPCs have a daily habits:

Every one of the NPCs has his own daily habits - he sleeps (e.g. at night), gets up in the morning, goes to work or talks to other NPCs.

### Monsters are cooperating with each other:

In several situations monsters are acting together. If there should be an obstacle in a troll's way he will start to throw little goblins over it to go on.

### Special monsters diversify their equipment:

If a monster finds a better weapon than the one he's using, he will grab it and use it further on.

### Monsters have a private life:

They are not only waiting for the hero to pass their way just to kill them, but live their own life. They play with their friends, strike against their enemies, and are hunting or trying to escape.

### Charges and riddles:

In GOTHIC you will pass a lot of different charges and riddles that will take you to places where you can find stronger weapons or you can improve your equipment. If someone's not interested in the more difficult riddles, it is possible to go throughout the play only by solving the easier ones.

### No endless statistics:

The equipment of a character is visualized in his appearance. If a character improves an ability, the animation follows.

### No decision at the beginning of the play for a special character:

You can just start GOTHIC and begin to play easily. The play's character is improving and extending during the play.

### New play via new character:

In GOTHIC there are four different guilds/characters:

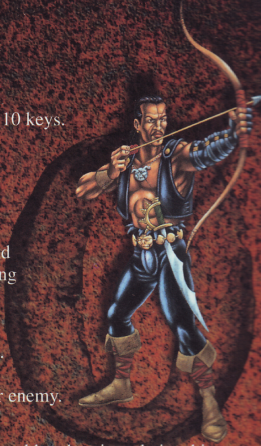
- Warriors ... do it the straight and brutal way
- Assassins ... choose the tricky and malicious variant
- Magicians ... are rulers of magical power
- Psionics ... force others to act the way they want

Depending on the choice of a character, points of view, dialogues, abilities, animations and plots change.

GOTHIC is a multi-player-game too:

Up to five network-players can act together.

The whole story is playable as a single-player as well as a multi-player.



## Background

War sweeps throughout the kingdom. Hoards of orcs invade the land from the North. In order to keep the royal army going, the blacksmiths of the land strive constantly over their hot coals replenishing weapons and forging new ammunition.

Those who break the law in these days are punished hard: sent to slavery in the mines, to delve deep into the earth and dig out ORE for the weapons.

The entire mining area is surrounded by a magical barrier. This dome is a thousand meters in diameter and stretches over the prison reaching through the underground and meeting in a perfect sphere in the depths of the mines.

The barrier can be passed from the outside with no effect whatsoever. From the inside no living being can pass through, only lifeless objects.

This way the prisoners have the monthly opportunity to exchange the ore for food, medicine, even drugs and small luxuries. Within the prison there is a callous hierarchy: The strong take a huge amount of the goods for themselves and live in luxury, where the others are made to grind in the mines for their miserable share.

The penal colony has two rival groups. An old encampment, under the authority of the Ore Barons who control most of the exchange, and the smaller, new encampment, where the inhabitants are runaways from the other side, working desperately on a breakout plan. Other than that, there is a somewhat remote temple, whose leaders rant and rave their prophecies of the end of the world. Together with the younger members, they celebrate the few days they think they have left. The Temple and the New Camp have joined together against the Old Camp and the power of each is more or less equal.

Every now and then there are some small attacks between the two sides. Both sides keep constant watch over the other in case of some otherwise unknown weak point that would aid them in their fight against each other.

This twisted predicament is not your only problem, it is just one of them.



# GOTHIC

## The story

With a surge of desperation you endeavor to break free from the mean grip of the guards at your sides, constantly trying to haul you forwards. Just a few more steps from the edge. You dig your feet into the dirt, to stop these brutes from bringing you any closer. The guard to your left, his long, black hair, wet with sweat, clinging to your face, wheezes into your ear "It's time to meet the other side".

You look up. On the other side of the cliff you see the enormous shimmering dome, that you saw from afar, now towering above you. Stunned, you stand gaping at the vastness of the barrier, frozen in a moment of horror.

Long enough for the guards to cut through your defense completely. The black-haired brute to your left forces your legs from underneath you and they drag you to the edge of the cliff on your knees.

At the center of the dome you see something similar to a village. There, beside the rocks is something that looks like the entrance to a mine. "Stand him up" a voice behind you booms, the royal judge. The two guards quickly drag you up. "Prisoner! For your misdeeds you are sentenced by our king to slave-work in the iron-ore mines. Here you will stay till the end of your miserable days! Guards....."

Wriggling wild and furious you strive to escape the strong hold of the two guards, finding a sudden new strength in the will to live. A powerful kick to your back and you're free from the guards hold and falling over the edge..... plunging down toward the barrier, you fling your arms up to soften the impact but there was none, just a strange sensation as you pass through the hazy green light .... You fall further and further getting closer and closer to the ground. No! There's water, underneath you... Your screams are silenced as you hit the surface of cool water. Lack of strength leaves you no other option but to let yourself float to the surface... AIR! Slowly, you swim towards land and drag yourself gasping onto the muddy sand. You see through half closed eyes, a heavy foot in the mud in front of your face, you look up... more than one! Prisoners in ragged cloth and rotted pieces of armor unmoving, glaring, with folded arms, one hefty ruffian bends down to you, pulls up your head by your hair and spits at you with rotten breath:

"Welcome to jail!"

