



E G M O N T presents

GOTHIC



PIRANHA
BYTES

GOTHIC

Product Overview

Title:	GOTHIC
Platform:	PC CD-ROM
OS:	Win95 / Win 98 / Win NT
System Req.:	Pentium II 300 MHz, 64 MB RAM, 8speed-CD-ROM-Drive, DirectX 6.1 or higher, Soundboard, 3D hardware accelerator (Glide/Direct 3D)
Genre:	Action Role Playing Game
Scenery:	Dark Fantasy
Potential buyers:	Mainstream RPG players, Action Gamers Adventure Fans
Graphics:	3D vector characters and locations in a 3rd person view with dynamic camera
Sound:	Dynamic Music System, Digital Speech Output, Sound FX, supports Environmental Audio (Creative Labs)
Number of players:	Single player and up to 5 player network game
Difficulty:	Challenging to both beginners and experts.
Size:	<ul style="list-style-type: none">- 12 dungeon levels and a vast surface level- more than 200 non player characters- 20 different types of monsters- 8 professions/character classes to learn- 2 completely different magic systems
Duration:	100 hours approx.
Release:	January 2000 German & English

Due to the very simple user interface (GOTHIC needs no more than 10 keys) and the power of the new SEGA console 'Dreamcast' a console adaptation should be possible without any problems.

GOTHIC

What's the idea behind GOTHIC ?

GOTHIC is the next generation role playing game. Its unlike any other traditional role playing game.

GOTHIC has got all the important game elements of a typical RPG, but presents them in an easy-to-understand way.

That means we've eliminated irritating, old-fashioned elements like long player statistics and difficult handling and only kept the fun-factors. For example; you can watch your own character "grow stronger" during the course of the game.

In addition, **GOTHIC** has got an improved RPG graphic and audio quality.

GOTHIC is action-orientated

But unlike 3D action games your foes are personalised. Over 200 human characters and 20 different types of monsters are living their own lives. You can co operate or attack as you like. **GOTHIC** is for those action players who are fed up with mere monster killing and are longing for a somewhat deeper form of entertainment.

So GOTHIC aims for the mainstream player as well as the RPG-fan.

"Mainstreamers" who usually fear the complexity and difficulty of RPGs won't get lost in this game.

You will be able to start playing as soon as you start the program. There is no puzzling character generation before starting the game.

The game is as easy to play as Tomb Raider, yet offers superior action and character improvements.

Unique Feature: Monsters change their equipment.

If they find a weapon better than their own one, they'll fight against you!

Unique Feature: Monsters have feelings.

When monsters hit you back, they'll feel angry. You can talk with them and express their joy or anger.

Unique Feature: Monsters are able to speak.

Main Features

Easy Interface

You'll need only 10 keys to play the game. The game is self-explanatory "Offering an online help function"!

The world lives

Unique Feature: Non player characters memory.

NPC's will log your actions - When you attack them or pick their pockets, they will remember, tell their friends and even blame you for it next time they see you!

Social structure.

There are 3 main groups of power in the gameworld. Depending on which group you join, some people will become your friends though others may hate you. Be careful - If you harm a key member of any group, the whole group's attitude towards you will become worse.

Unique Feature: The world changes.

5 times during the course of the game, major events will change the world and group relationships to keep you on your toes.

Communication with over 200 NSCs is possible.

Displayed texts will be optional. Everything will be presented in digital speech output.

People will live their own lives.

Throughout the day and night cycle each NPC, works, sleeps and interacts with other NPCs.

Monster AI

Unique Feature: New monster group tactics.

Depending on your situation Different Monster races will co operate. For example: A troll throws small Goblins across obstacles which they can't overcome themselves.

Unique Feature: Monsters change their equipment.

If they find a weapon better than their own one, they re-arm and use it against you!

Unique Feature: Monsters express feelings.

When monsters hit you badly or find better weapons you can watch them express their joy or alternatively show fear (e.g. of fire) Monsters will live their own life.

Monsters are able to behave the same way as human NSCs do.

Missions and Riddles

GOTHIC offers a multitude of missions and riddles. Most of them lead to bonus areas, where you can get better weapons and equipment. However if you don't like the difficult puzzles, you can hack and slay your way through the game and only tackle the easier ones.

Character Development

All character equipment (weapons, tools and armor) are displayed on your character.

If you learn new skills, improvements are expressed by new character animations.

As you become stronger, people will show you more respect.

Choose a new Character - Play a new Game

There are 4 major profession classes:

Warrior: the straight and brutal way - who needs a key when you've got an axe?

Assassin: the mean and cunning way - hide in the shadows and get them from behind!

Wizard: discover the mysteries and power of magic

Psionic Mage: Let your spirit gain control of others

Depending on which class you join, you will experience a different game:

New abilities let you see the same problem from a different point of view.

Explore new locations barred to you with your former abilities.

Each class has got its own character animations.

New missions to complete and new puzzles to solve.

Completely new dialogues.

New kind of Multi-player Game

Unique Feature: The single player story mode can also be played by up to 5 network players!

The Game Engine

3D-Technique

- + hardware acceleration using Glide and Direct 3D
- + 3D-polygonal world with BSP-segmentation and PVS-acceleration
- + 3D objects as well as 2D-objects
- + realistic game physics with gravity and hierarchical bounding box-collision
- + animated, transparent and alpha blended textures
- + volume fogging
- + flexible particle system

Characters

- + 3D-polygonal characters
- + skeletal animation system with real-time interpolation and auto-aiming
- + limbsystem for changing pieces of armour or severing bodyparts
- + motion capture animations for human characters

Light

- + light sources using prelit vertices as well as light maps
- + moving light sources
- + coloured light sources with colour animation
- + flickering light sources

Light

- + lenseflare and corona effects

Camera

- + dynamic third person camera
- + „cameraman behaviour“ by auto-matic capturing of relevant game events
- + fixed cameras as well as pre-calculated camera paths for cut scenes
- + cut scene system using the game engine with smooth fade-ins and fade-outs

Sound

- + dynamic music system with location and situation dependence
- + digital speech output throughout-the game
- + SFXs for almost every action in the game

Tools

- + Highly sophisticated scripting language for lifelike AI and astonishing events
- + World Editor for texturing, lighting, object / character placement and much more
- + Script Editor for dialogs, missions, behaviour, events and much more
- + Spy for testing and debugging

Input devices

- + Gamepad
- + Forcefeedback Pro

GOTHIC is different.

GOTHIC is dark.

GOTHIC is strong.

GOTHIC is not a 3D action-horror-EPIC.
GOTHIC is a real RPG.



Marketing possibilities

Merchandising

EGMONT and PIRANHA BYTES are developing a wide range of merchandising products like posters, mousepads, displays and action-characters to support the game.

GOTHIC - The book

PIRANHA BYTES instructed the German fantasy author Alexander Wittmann to write a novel about the world of GOTHIC - the result was a book of 180 pages. PIRANHA BYTES owns the legal rights to the novel. EGMONT and PIRANHA BYTES are currently developing the novel as well as the game.

Personifying main characters

The player of a computer RPG wants to identify himself with his Player Character. Therefore GOTHIC has five specially designed individual, cool characters, each with his own voice, appearance and skills. These are made up of the hero of GOTHIC and four NPCs, one of each major class.

Personifying the world

Advertising in Game magazines, the Internet and other possibilities can make the potential buyer familiar with the world of GOTHIC and its inhabitants

- advertising series introduces new key NSC's of GOTHIC - the player gets to know the people he has to interact with
- WebCam[®] on the Internet uncovers different camps on the surface world - the player can watch the world he will soon step into before the release of the game

GOTHIC - The other kind of Fantasy

Common Fantasy is very simple - from a choice of worlds - is divided into black & white, good & evil. Common Fantasy is neat, clean and colourful.

GOTHIC is different.

GOTHIC is gloomy.

GOTHIC is dark.

GOTHIC is mystical.

GOTHIC is strange.

GOTHIC is dangerous.

GOTHIC is not a 3D-realtime-Fantasy-RPG
It's a 3D-realtime-GOTHIC-RPG.

Gothic

The Team

The company PIRANHA BYTES was founded on the 01.10.1997 by five members previously employed at Greenwood Entertainment Software GmbH.

The Team consists of the following ten fulltime working members:

Stefan Nyul	Managing Director / Project Management
Dieter Hildebrandt	3D Engine Programmer
Ulf Wohlers	AI Programmer
Bert Speckels	Network Programmer
Carsten Edenfeld	Camera / Sound Programmer
Peter Sabath	Tool Programmer
Alexander Brüggemann	3D Graphics / Animations
Markus Kark	3D Animations
Mike Hoge	Art Director / 2D Graphics
Tom Putzki	Marketing / PR

GOTHIC

The Press

GOTHIC and PIRANHA BYTES achieved unprecedented attention in comparison to other newly founded Game Developers not only in German game magazines but also in Internet online magazines.

02/98

...a new milestone in German game development...



04/98

Lara Croft meets Avatar...



05/98

...enemies won't wait ready to fight behind the corner but take care of own business...



05/98

...GOTHIC has got the potential to their become even international, a big success for PIRANHA BYTES...



05/98

...simple user interface without dozens of menus and cool gameplay without lots of text...



Gothic

05/98

....self developed graphic engine being much more flexible in contrast to lots of 3D shooter...‘



05/98

....PIRANHA BYTES will show inter-national competitors that there are good programmers in Germany, too...‘



The barrier can be passed from the outside with no effect whatever a living being can pass through from the inside however, only the ones in the way the prisoners have the monthly opportunity to exchange

06/98

....you can see his movements if very someone is able to handle his weapons well...‘



There is a callous hierarchy, only the most powerful of prisoners are allowed to receive goods from the outside world and only they have the right to share it among the others. The strong take a huge profit for themselves and live in luxury, the others are made to grind in Blockbuster GOTHIC... for their miserable share.



There are two rival groups. On one side: The old encampment under the authority of the ore barons who control most of the exchange between the prison and the outside world. On the other, the smaller, new encampment, where the inhabitants are runaways from the other side who have opened their own mine and work desperately on a break-out 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 constantly 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 attacks and small hold ups between the two sides, for more extensive assaults neither of the two are powerful enough. Both sides however, 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 problem, it is just one of them.

The World of GOTHIC

War sweeps throughout the kingdom. Hoards of orcs invading 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; they are sent in to slavery in the mines, to delve deep into the earth and dig out ORE for weapons.

There are no guards here, there is no need: The entire mining area is surrounded by a magical barrier, this dome is a thousand metres in diameter and stretches over the prison reaching through the underground and meeting to a perfect sphere in the depths of the mines.

The barrier can be passed from the outside with no effect whatsoever. No living being can pass through from the inside however, only lifeless objects. In this way the prisoners have the monthly opportunity to exchange the ore for food, medicine, even drugs and small luxuries, with the world outside.

Within the prison there is a callous hierarchy, only the most powerful of prisoners are allowed to receive goods from the outside world and only they have the right to share it among the others. The strong take a huge amount for themselves and live in luxury, the others are made to grind in the mines day after day for their miserable share.

The penal colony has two rival groups. On one side: The old encampment, under the authority of the ore barons who control most of the exchange between the prison and the outside world, on the other; the smaller, new encampment, where the inhabitants are runaways from the other side who have opened their own mine and work desperately on a break-out plan.

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The Beginning

With a surge of desperation and your last ounce of strength you endeavour 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 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".

With mighty hands he grabs your arm and your shoulder, kicking at the backs of your knees with his heavy boots, lessening your defence. The rogue to your right starts to tear at your arm with malicious laughter. 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 defence 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. The dark humming hardly noticeable before, is now clearer and louder. At the centre of the dome you see something similar to a village. Smoke rises from the small huts dotted around the land. There, beside the rocks is something that looks like the entrance to a mine.....

"Stand him up" booms a voice behind you, the "Royal Judge". The two guards quickly drag you up. Stretching your neck to see behind you, you can only catch a glimpse of the tall man. "Prisoner! For your misdeeds our king to slave-work in the iron-ore mines sentences you. Here you will stay till the end of your miserable days! Guards...." From the corner of your eye you see the tall figure raise his hand. Wriggling wild and furious you strive to escape the strong hold of the two guards, finding of 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!

You see the blurred outlines of the shore. Slowly, with little strength left, 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 armour 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!"