Developer	Format
Piranha Bytes	PC Win CD

Release Date	Genre
Q4 2001	Action RPG

System Requirements	Languages
Pentium II-300,128 MB RAM, 600 MB free hard disk, 3D accelerator, Windows compatible sound device, 8x cd rom, DirectX 7.0 or higher, Windows 95/98/2000/Me	English, German

Story

GOTHIC is a hybrid real-time 3D action RPG in which the player is forced to survive in a prison world divided into competing factions. As the player is mercilessly thrust into the prison world, he must choose to be one of four character classes and develop in that faction, moving up through the hierarchy and fighting new battles.

The main character must evolve and develop, battling ever changing enemy factions and attempting to move up through the callous hierarchy. In the beginning, the character is a merely a newcomer – an outsider – and must fulfill menial, insignificant tasks in order to make allies and survive. As time passes and the character accomplishes various tasks, he achieves a higher reputation among the others. As his reputation improves, other members will ask him to perform increasingly important tasks. Eventually, he is an influential, powerful member of the penal colony.

Features

- **Action RPG with giant landscape to explore**
- **3rd person view**
- **Facial animations**
- **Simple handling**
- **More than 250 NPCs with their own memories**
- **Functioning social system**
- **Communicating with NPCs**
- **NPCs have a daily routine**
- **Monsters cooperate**
- **Monsters have a private life**
- **In and outdoor worlds**