

= Lure of the Temptress =

Lure of the Temptress is Revolution Software 's debut point @-@ and @-@ click adventure game published by Virgin Interactive Entertainment . It was released in June 1992 for Atari ST , DOS and Amiga home computers . The player assumes the role of a young peasant named Diernot who has to overthrow an evil sorceress . Lure of the Temptress is the first game built with the Virtual Theatre engine , which Revolution used in the subsequent games Beneath a Steel Sky and the first two games in the Broken Sword series . It was received favourably by critics , a commercial success and re @-@ released as freeware on April 1 , 2003 .

= = Gameplay = =

Lure of the Temptress is a 2D adventure game played from a third @-@ person perspective . Via a point @-@ and @-@ click interface and a system of drop @-@ down lists , the player guides protagonist Diernot through the game 's world and interacts with the environment by selecting from multiple commands .

The player controls Diernot 's movements and actions with a mouse or a gamepad . Diernot can pick up various objects ; these can then be used with either other collectible objects , parts of the scenery , or with other people in order to solve puzzles and progress in the game . He can also engage in dialogue with other characters through conversation trees to gain hints of what needs to be done to solve the puzzles or progress the plot . A few simple action @-@ oriented battle scenes are also included .

= = Plot = =

A young peasant named Diernot is employed as a beater for the king 's hunting party . One night the king receives a note from a messenger , requesting his services to help quell a rebellion in the remote village of Turnvale . As the king 's party departs , Diernot 's pony follows them , unwittingly carrying him to the battle . When the party arrives at Turnvale they are not confronted by a peasant revolt . Instead they find a band of man @-@ eating Skorl , led by an enchantress named Selena , the titular temptress . The king 's men are defeated and the king is killed . In the process , Diernot is thrown from his saddle and is knocked unconscious . The Skorl take Diernot prisoner and imprison him in the local dungeon .

With help from a peasant named Ratpouch , Diernot manages to escape from the dungeon and visits Luthern , the blacksmith . Luthern reveals that a girl named Goewin who runs a herb shop has recently disappeared . Diernot discovers that she had been arrested by the Skorl . With help from Ratpouch , Diernot breaks into the house of Taidgh , the magician , where he creates a potion which disguises him as Selena . He enters the mansion where Goewin is being held and orders the Skorl to free her . Not long after , a man named Mallin gives Diernot a book wrapped in cloth to take to a man named Morkus . In the process of delivering the book , Diernot sees a notice stating that whoever returns the book to its rightful owner will be rewarded . Diernot delivers the book to a man named Toby , who rewards him with a statuette . Toby reveals that the dragon can help Diernot defeat Selena , but that he will need an infusion made of three herbs to wake the dragon up , which Goewin then makes for Diernot .

Diernot enters the dragon 's cave and wakes him up . The dragon agrees to help Diernot , revealing that Turnvale was the domain of a demon long before humans came to the area . This demon should have died along with his breed long ago , but did not perish because it was able to feed on man 's greed and ambition in order to survive . The demon was driven out by the great Gethryn , but the young sorceress Selena 's meddling with evil has reawakened the demon , and it controls her mortal form . The dragon possesses the Eye of Gethryn , an enchanted stone left by Gethryn at the time of his death . The stone contains the power to defeat the demon , and the dragon then gives the stone to Diernot . A Skorl named Wayne , who turns against Selena , sneaks Diernot into Selena 's castle in a barrel . Diernot defeats Selena with the Eye of Gethryn , freeing

Turnvale from her tyranny .

= = Development and release = =

Charles Cecil and Tony Warriner had worked together at Artic Computing , an English video game development company . In 1990 , they decided that they would set up their own video game development company , together with David Sykes and Noirin Carmody . The four started up Revolution Software , initially based in Hull , with a 10 thousand pounds loan from Cecil 's mother . Cecil wanted the game to differ from popular Sierra games at the time , saying : " While I enjoyed Sierra games , I felt that there had to be more than yet again saving King Graham of Daventry from a ? let ? s be frank ? fairly unlikely series of events . It was all a little bit twee . So we came up with the idea of writing an adventure game that did not take itself too seriously , but did have a serious story ? something in @-@ between Lucasarts and Sierra . " The game was published by Virgin Interactive Entertainment .

Lure of the Temptress was the first game built with the Virtual Theatre engine , which allowed in @-@ game characters to wander around the gameworld independently of each other , performing " every day life " actions , which had not previously been featured in a game . It was later used for Beneath a Steel Sky and the first two games in the Broken Sword series . The title cost between 20 and 30 thousand pounds .

On April 1 , 2003 , the game was released as freeware . The data files are available from the Revolution Software website for download and the game 's engine has been added to ScummVM . This version of Lure of the Temptress was released on GOG.com on December 18 , 2008 .

= = Reception = =

Upon its release , Lure of the Temptress was received favorably by critics , who praised the game 's innovative controls and graphics , and compared it to Sierra and LucasFilm games . In 1993 , Dragon gave the game 4 out of 5 stars . Computer Gaming World liked the game 's sophisticated NPC interactions and how it prevented unwinnable situations , but criticized its short playing time . The magazine concluded that " Lure of the Temptress is a fine first release from this developer and bodes well for the future " . Amiga Power ranked it at # 47 in 1993 , and at # 66 in 1994 , on their list of Amiga Power All @-@ Time Top 100 . In 2011 , Wirtualna Polska ranked it as the 30th best Amiga game , saying it was " indeed a revolution " in the genre . It was also a commercial success , reaching number one in the British Gallup charts at the beginning of July 1992 and remaining in the Top 20 for most of the rest of the year .

Amiga Format stated that this " fine adventure game well worth investigating " could compete with Sierra and LucasFilm games ; " in any event , Temptress surpasses almost anything Sierra have offered , by being larger , funnier , and a whole lot better drawn ... an innovative system knocks spots of the Sierra @-@ standards and shows LucasFilm a thing or two " and also praised its humour , saying that there 's " a good dose of tongue @-@ in @-@ cheek humour and fairy @-@ tale nonsense . " The One praised the game 's controls , saying that " the game 's impressive user @-@ friendliness is undoubtably one of its strong points , " adding that " Lure of the Temptress is every bit as professional and polished as anything the Americans and French have been able to offer us recently " but " Lure is , if anything , a little too serious and sombre " and that " LucasFilm 's games boast the more interesting characters and interaction sequences . " Amiga Power praised its graphics , saying they are " very pretty drawn , with the dark , moody look you 'd expect from a town being oppressed by an evil Temptress , " calling it " one of the best graphic adventures ever " that 's " up there with Monkey Island 1 and Beneath a Steel Sky , " and adding that the " only drawback is that it 's shorter than your average adventure . " Mega Zone praised the game , stating that it is a " Sierra / Lucasfilmish with really , really good playability . We 're talking 32 colours graphics which look really nice , with playability which is really smooth , and simply pure gaming enjoyment here , " adding that " the manual is very well written , the sound the graphics are all there , disc access is very good , and looking at the way the whole game is put together right down to the intro it 's one of

the most amazing Amiga Adventures ever written ! An Adventure Zone classic ! " Stuart Campbell of Amiga Power opined that Core Design 's rival 1992 fantasy adventure game Curse of Enchantia ( also published by Virgin ) was " a funny version of Lure of the Temptress with a different plot . "

Adventure Classic Gaming was less positive in its retrospective review , stating " what makes Lure of the Temptress fun ? but also annoying ? is the game 's unique gameplay engine " and that its graphics " unfortunately do not hold up well over the passage of time , " but that many of the backgrounds are " quite beautiful " and summarizing by stating , " While far from being a dull game , Lure of the Temptress is also full of clichés and stagnant periods of gameplay which ultimately undermine the game 's overall enjoyment . "