



<http://www.turmoilgames.com/>



In the midst of the snowfields of Greenland lies

Alpha Polaris,

an American oil research station.

High above, the ion storm of the century is gathering, bringing about a strange intermixing of reality and night terrors.

It is up to Rune Knudsen, a Norwegian biologist, to take on a desperate struggle against fear and death, and to face the primordial force lurking beyond the veiled sky.



“The heart of the game is its restrained horror setting. It allows us to explore a wide range of human themes in a realistic way: paranoia, isolation, friendship, love and so on.

To us, that is the core of a good horror adventure.”

project leader Teemu Vilén.



Alpha Polaris:

a Horror Adventure Game will be available on Windows PC in mid-2010.

Main features:

- * Mature, character-driven storyline**
- * Streamlined point & click interface**
- * Puzzles are an integral part of the story**
- * 3D characters in beautiful, pre-rendered scenes**
 - * 1280 x 800 widescreen resolution**
- * Expressive, hand-drawn dialogue portraits**
- * Atmospheric soundscape including original soundtrack**



News (02. April 2010)

Alpha Polaris is in alpha!

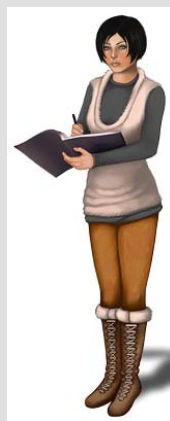
There was a tangible feeling of excitement in the room when the test started. The team had gathered in front of my workstation to play the game through together for the first time - to see how different elements, puzzles, conversations and events would all fit in together.

**For the last week,
I've been scrambling to fix the bugs preventing the play-through.**

**As it happened, I noticed the team's careful optimism turning
into satisfaction.**

**There were glitches, yes, and missing graphics, absolutely,
but still, we could see the broad approach we had chosen already forming
into an unique gaming experience.**

**We can play the game from start to finish, and we feel it will convey the
thing we first and foremost set out to express: the atmosphere of being in
the distant glacier, in the midst of traumatic events.**





**Alle Screens stammen aus der Alpha-Version, sind also
nicht final!**



Wir schlüpfen in die Haut des norwegischen Biologen Rune Knudsen u. versuchen, fern jeder Zivilisation, die unheimlichen Geheimnisse der Forschungsstation Alpha Polaris zu ergründen.

Dabei spielen wir nicht selten mit dem Tode!

Release: ca. 1. Quartal 2011

Softwareservice Kratz

<http://www.gamepad.de>

11.Dezember 2009

Update: 14. Juni 2010