

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



Futures:

- > Explore Wittard Utopia and uncover its chilling secrets
- > Non-linear gameplay and a spine-tingling mystery to solve
- > Experience urban decay in high resolution graphics
- > Eerie and mysterious soundtrack with full musical score
- > Discover a massive world in First Person Perspective
- > Use skill and cunning to search for clues and solve puzzles





The eccentric architect **Baron Wittard** has built something really special: a city inside a building.

This monumental pleasure dome, called 'The Utopia', features 1000 apartments, a shopping mall, and hundreds of offices and leisure facilities.

All under one roof.

Its grand opening was supposed to have been two years ago.

That event never happened.

A chain of mysterious events has now left the Utopia abandoned and silent.

People have gone missing.

Electromagnetic disturbances are increasing.

These happenings all point to Wittard's desolate Utopia.

Armed with only a camera and a torch, you must journey there alone to explore its winding corridors, its secret passageways, and its gloomy halls.

Local townspeople say Wittard kept a terrible secret.

They speak fearfully of someone or *something* malevolent lurking at his city.

They say it is waiting and growing in power.

They say time is running out...





Wittard
NEMESIS OF RAGNAROK



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Haarlem, The Netherlands – 5 October 2010

Premier PC videogames publisher Iceberg Interactive and indie game development studio Wax Lyrical Games today announce their publishing agreement for the point-and-click adventure game for PC “Baron Wittard: Nemesis of Ragnarok”.

In Baron Wittard: Nemesis of Ragnarok, players will investigate an abandoned monumental pleasure dome by the name of Utopia, the life work of Baron Wittard that sadly never reached its grand opening. Armed with nothing but a camera and torch, players will have to face the lurking horrors of this desolate place and find out what dark secret the Baron kept from the world.

“Baron Wittard is one of those adventure games that looks like it was made to be published by Iceberg Interactive.

The wheels to set this project in motion was the success of other UK horror adventure games that we have released in the past such as Barrow Hill and Dark Fall, while puzzle-wise it draws inspiration from other genre classics such as The 7th Guest,” says Erik Schreuder, CEO at Iceberg Interactive.

“ We felt that this was a very promising combination and hopefully the people that finish the 30 hour trip that is Baron Wittard, will agree with us that this mix has resulted in a top notch adventure gaming experience.”

"Baron Wittard is an adventure game for fans of the classic point and click puzzlers," says Alan Thorn of Wax Lyrical Games. "It features three classic ingredients: it offers the player a mystery to solve, gives them an expansive and colourful environment to explore, and populates that environment with all kinds of brain-teasers and surprises".

Baron Wittard
NEMESIS OF RAGNAROK



Baron Wittard
NEMESIS OF RAGNAROK



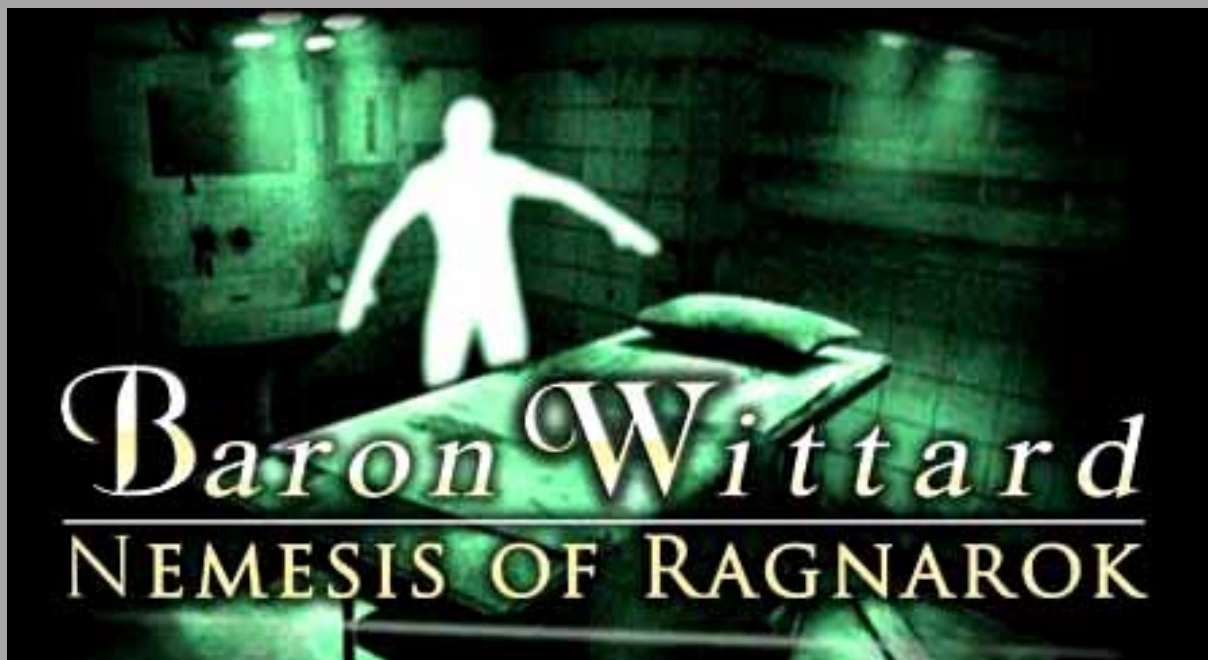
Baron Wittard
NEMESIS OF RAGNAROK



Hi it's Kate, your editor. Urban exploration can be dangerous when alone, so I have heard. That is why I have decided to join you. I am already waiting for you here in the Utopia lobby. Why don't you come and join me?

Baron Wittard
NEMESIS OF RAGNAROK





<http://iceberg-interactive.com/games-mainmenu-27/280-baron-wittard.html>

Systemvoraussetzungen:

**1 GHz or equivalent CPU, Higher Recommended
Microsoft Windows 2000/XP/Vista/Windows 7**

512Mb RAM

Microsoft DirectX 9.0c

128 Mb graphics card with Shader Model 2.0

1.5GB free hard disk space

DVD-ROM Drive

Features Optional Subtitles

Supports Resolution: 1024x768

Controls Supported: Mouse, Keyboard

Point & Click



News: 30. November 2010



Developer Diary – Part 1 u. 2

[http://www.justadventure.com/articles/BaronWittardDevelDiary/
Part1.shtm](http://www.justadventure.com/articles/BaronWittardDevelDiary/Part1.shtm)

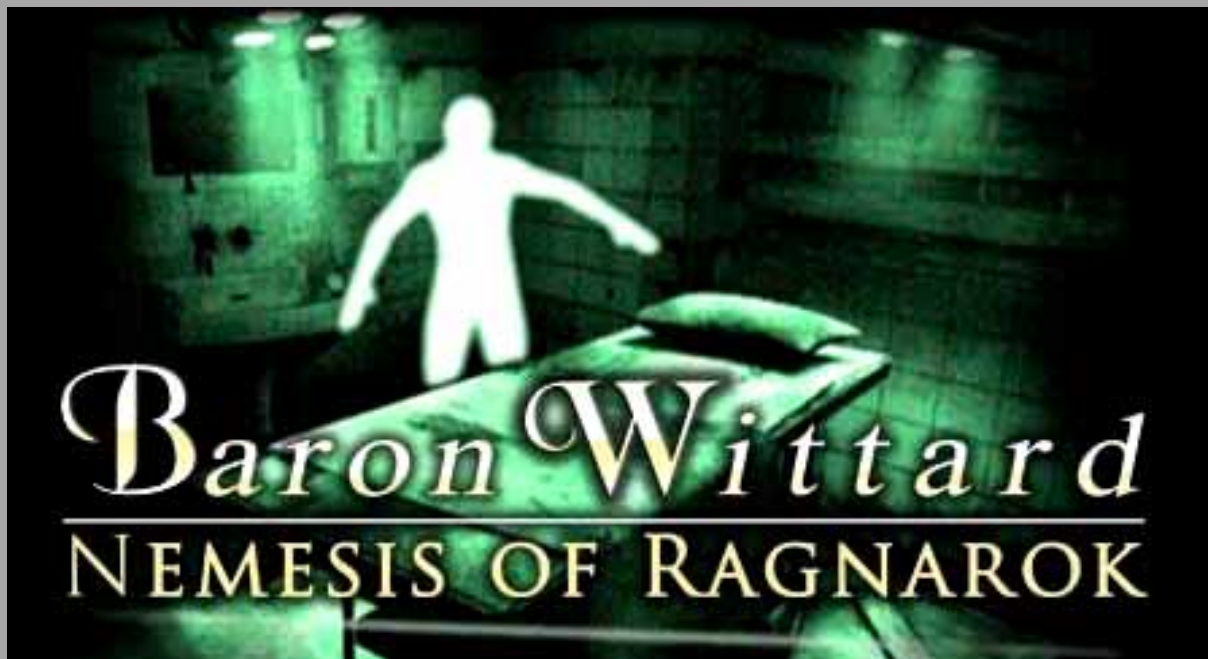
[http://www.justadventure.com/articles/BaronWittardDevelDiary/
Part2.shtm](http://www.justadventure.com/articles/BaronWittardDevelDiary/Part2.shtm)

Preview:

<http://www.gamepad.de/PreviewsReviews/files/Wittard-rev.pdf>

Lösungshilfe:

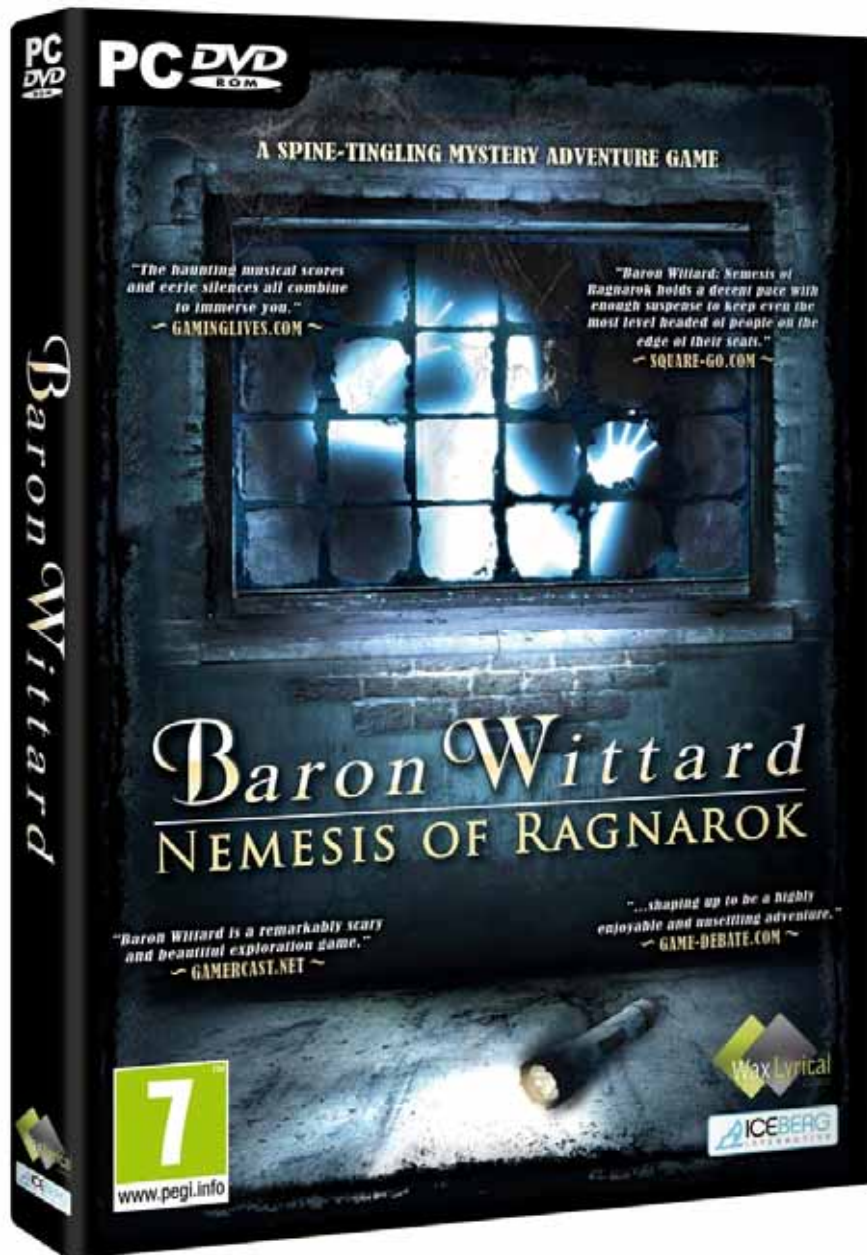
<http://www.gamepad.de/loesungen/>



News: 26. Januar 2011

Der Baron erstrahlt im **goldenen** Gewand!

Update: 03. Februar 2011



Zu beziehen, über den Shop oder per Mail, beim

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<http://www.gamepad.de>

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Baron Wittard

DAS DUNKLE GEHEIMNIS VON UTOPIA



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