

CO GAME Videogame Research

General Information about the Game

Name of the game

Year of Creation

1992

Description of the game

Heroic Adventures in Medieval Germany

Deep in the twilight of the Black Forest, you and your companions crouch before the robber-knight's tower. Hans, the alchemist, places his mysterious potion by the door. Ebhard the friar implores Saint Dunstan to bless your weapons and armor. And you and Gretchen grip naked long swords, praying your plate mail won't squeak.

With a thundery crash, the door explodes into fragments! You charge inside, swords and maces swinging. One guard falls beneath the power of your blade... then two more! You storm upstairs to the second floor, but there to greet you is Erhard the Red Wolf, the infamous robber-knight, surrounded by his henchmen. Hans tosses a choking potion into their faces and you quickly charge into the fray. The room echoes with the clash of steel on steel... it's a battle to the death in the Black Forest!

Prepare yourself to enter Darklands... the first realistic fantasy role-playing adventure for computers!

Leading a band of four adventurers across the sinister landscape of 15th Century Germany, you'll face the Middle Ages as people believed it to be! A land seething with mythical beasts, religious power-mongers and blood-thirsty sinister robber-knights!

Watch savage battles unfold before your eyes! Travel hundreds of miles by land and sea... from the Frisian Coast to Bohemia... from the Alps to Prussia... visiting over ninety cities along the way!

Your quest for fame and fortune can take you through raucous city streets and dank mine shafts, or from a robber-knight's tower to the terrifying Sabbaths of witches!

So prepare yourself for the astonishing wonders of a realistic fantasy adventure... in the mysterious Darklands!

☑ Improve each character's attributes and skills as the game progresses. No artificial character classes or levels!

☑ Learn alchemical formulas to make your own potions!

☑ Brilliant watercolor-style graphics bring to life and myths and mysteries of the Middle Ages!

☑ Easy-to-use and innovative menu presents you with unprecedented role-playing options.

☑ Character fight in real-time animation! Freeze the actions and give new orders to characters any time you wish!

☑ Bonus content included! Soundtrack in both MP3 and original MIDI formats included! Cluebook, Map and original reference card

Platform

Windows, Apple, Steam

Type of the game

Grafic Adventure / Storyteller, RPG

Website

<http://retroism.com/darklands/>

Are there more institutions cooperating to the videogame development? Which profiles?

BLOCK A. HERITAGE INTEREST

This part is for describing the heritage quality of the game.

Is there any distinctive heritage element?

The whole "landscape" of darklands Looks like the Schwarzwald in Germany.

If yes, which are the different historical contexts (Who, when, where, why?) described.

The story dealt with a lot of elements that we know from Knight films.

Which are the main historical elements described?

The whole Story plays in the 16. Century in Germany. All elements of the game and the whole environment embedded in the 16. Century

Are they rigorous or inspirational or simply scenarios for the development of the story?

There are simple Scenarios between the different parts of the Story.

Which are the most interesting elements regarding COGAME framework, and why?

The game is a RPG Game - and the whole structure and story telling is very interesting for CO-Game

BLOCK B. EDUCATIONAL PURPOSE

This part is about collecting information about the educational sense of the game.

Age addressed by the videogame

11 - 14, 15 - 18, +18

Is there any link with the national educational levels? (Is the game addressed specifically to any pedagogical level? To some pedagogical activity?)

No

Which educational purpose has the game?

Target addressed by the project (List: community, classroom, subrepresented groups, disadvantaged, etc.)

Which are the main skills / knowledges / attitudes learned by using the videogame?

Good general knowledge, a good knowledge of the late Middle Ages, good reading skills, good memory.

BLOCK C. VIDEO GAME DESIGN

This part is for collect information about video game design

Graphics (Which type of graphics are used by the video game?)

RPG Game

What is the storytelling of the video game? (Which are the main narrative elements?)

Is it future or past oriented? It is dystopian or utopian?

past oriented and utopian

Main characters (How many characters the player can choose? Describe them.)

One - only a knight

Interactivity (What is the level of interactivity inside the game? Describe.)

No

Usability (Has the game a complex screen? Number of controls (keyboard, screen, Joystick...))

Mouse

Accessibility (Is the game prepared for people with mobility or control disadvantages?)

No

BLOCK E. ASSESSMENT FOR CO-GAME

Which are the elements you identify as relevant to be taken in mind for the development of the different IO for Co-Game?

I think it is a good example how to create a Story for a RPG Game.

Which are the elements not to repeat while developing Co-Game?

Name of the organisation in charge of the questions (Write the name or your organisation (CEPS, LATERNA, MUNDANEUM, CIES; BFI)).

BFI