

# DEATHTRAP DUNGEON

**Format: PC CD & PlayStation**

Deathtrap Dungeon is Eidos' incredible new 3D action adventure epic based upon the most popular of Ian Livingstone's multi-million selling Fighting Fantasy game books.

Two principles have been held close during the development of Deathtrap Dungeon. Fun and simplicity are both paramount. The combat system is fast, furious and easy to use. The levels are modelled in full 3D, creating an atmospheric dungeon full of a host of cunningly designed traps, where the player battles against orcs, zombies, skeletal warriors, huge dragons, giant spiders, warriors, priestesses, necromancers and mummies!

At last stunning graphics and an awesome atmosphere are in tandem with enthralling and compelling gameplay. This game sacrifices nothing in order to give the ultimate gaming and visual experience both as a single player or over a network.

The player's fluidly animated character can be viewed from any angle by an "intelligent camera" system as he meets his doom or fights for his life. Plunging down pits or being devoured by dragons, the action will be captured automatically from the most dramatic and visually exciting angle.

From the interface to the depths of the games dungeon inspired gameplay, the control method is intuitive and responsive. There are no impediments to the gamer's involvement - he is in Deathtrap Dungeon.

With 3D animation by Glassworks and video compression by Eidos Technologies, Deathtrap Dungeon is state of the art in every respect. This is a product with an impeccable pedigree and will be the industry benchmark.

To create the game Ian Livingstone has enlisted the help of Jamie Thompson, ex-Games Workshop and former editor of White Dwarf magazine, who has spent time implementing devilish and devious puzzles into the most intricate dungeon designs ever seen in a game.

Deathtrap Dungeon represents sheer class through and through: from game design to gameplay, from presentation to implementation, this is the ultimate 3D dungeon experience.

## Features

- Fighting Fantasy licence - over 15 million copies sold world-wide.
- Full 3D gameplay
- Atmospheric fully dynamic dungeon lighting system.
- 10 tortuous levels including 10 further sub-levels.
- Network and modem play options. (PC version)

- Choice of female or male lead character
- 55 types of characters from dragons and orcs to mummies and zombies.
- Combat system featuring: Hand-to-hand combat; Close combat weapons - Sword, Warhammer, Black Spiritsword etc.; Ranged weapons - Blunderbuss, Firethrower etc.; Spells; Potions and Charms.
- Deviously designed traps including covered pits, hidden corridors, false floors and moving spikes.
- Win 95 & 3D card support.
- You can mark the floor of the dungeon with a chalk arrow to navigate the labyrinthine depths of the dungeon.

The result is a combination of fast moving action, challenging hazards and bloodletting arcade combat. The ultimate dungeon has been built.

As PC Format (UK) so rightly commented “The animation is superb, the graphics excellent and the atmosphere highly charged. It’s going to be awesome.”

For further information please contact Deathtrap Dungeon’s resident tortured souls Lidia Stojanovic (UK Press) or Steve Starvis (European Press) on 0181 636 3000.

## Q & A with Ian Livingstone

### 1. How did you get started in gaming?

My history in gaming goes back a long way. In the early 1970’s I shared an apartment with an old school friend Steve Jackson and used to play a lot of boardgames and wargames. We were both fed up with our jobs and decided to start our own games company. Thus **Games Workshop** was born in a third floor apartment in West London at the beginning of 1975. We started by publishing a small magazine and mailed it out to everybody we knew in games. Fortunately for us, one of the people who got hold of a copy of our magazine was Gary Gygax who very kindly sent us a copy of his new game. It was in a brown box and had three strange rulebooks inside. The game was called **Dungeons & Dragons** .....we played it and were instantly hooked. We ordered six copies and were rewarded with a three year exclusive distribution agreement for Europe! Little did we know what that would mean. **Games Workshop** soon left its birthplace and grew at an unbelievable rate. Its own retail stores, its own magazine **White Dwarf**, its own range of miniature figures under the **Citadel** brand. Then we launched our own games; **Warhammer**, **Space Hulk** and **Talisman**, to name but a few. The **Games Workshop** empire had arrived.

Being big readers of SF novels and players of fantasy role-playing games, Steve and I came up with the **Fighting Fantasy** concept in 1981 during one of our long brainstorming sessions about what to do next. We decided to license the book to a book publisher rather than publish it through **Games Workshop**. The first book, **The Warlock of Firetop Mountain**, was the first interactive gamebook to be published and went straight to No.1 in the UK charts. **Deathtrap Dungeon** was the fourth book in the series and was my personal favourite. And now, 13 years later, technology has arrived to transform it into a video game. The book took me three

months to write whereas the video game has taken nearly 40 man-years to create! Twenty talented people working all hours for over 2 years. But it has been worth the wait and the hard work. The **Fighting Fantasy** series has sold over 14 million copies in 23 languages world-wide. I owe it to the fans of the books to give them a good game and this, I believe, we have done.

## 2. How many Fighting Fantasy books have been published?

The Fighting Fantasy series numbers 60 titles in total. Most were written by Steve, and or myself and some by authors who flashed out the stories using our basic ideas.

## 3. How does a Fighting Fantasy book work?

A Fighting Fantasy gamebook is exactly that - part game, part story. The reader is the hero or the heroine who adventures through the book making choices in a monster-filled fantasy world. The reader rolls dice before starting the adventure to determine three characteristics; SKILL, STAMINA and LUCK. The characteristics will change during the adventure when combat occurs, items are found or events occur. The adventure itself is presented as 400 numbered paragraphs which give choices to the reader. A simple choice would be, for example, 'If you want to turn left at the junction in the corridor, turn to 78 or if you want to go right, turn to 232'. Other choices are much more complex. Dice are used to resolve combat just as in traditional role-playing games. There are hundreds of ways of journeying through a book but only one correct way. The fun is finding the right way and readers usually make maps of the routes they choose as there is no chance that they will succeed first time, especially not **Deathtrap Dungeon**.

## 4. What was the inspiration behind Deathtrap Dungeon?

**Deathtrap Dungeon** was inspired by a visit I made to Thailand in 1981. I went trekking in the northern hills and actually passed through the village called Fang (where the story begins). In the book, the reader befriends a barbarian called Throm whose help you need to get through the dungeon. But the sick part of me made me make the reader obliged to fight Throm to the death late on in the adventure! Only one person is allowed to get out of the dungeon alive. I also included some enemies, incidents and events which were inspired by all the comics and fantasy books and films I'd read and seen over the years.

## 5. What is your favourite Fighting Fantasy book?

Deathtrap Dungeon - It was my ambition to create the ultimate dungeon adventure when I wrote the book and a LOT of effort went into writing it. It was the book that received the most complimentary fan mail, most acclaim, had the best artwork and last, but not least, I liked it the most. It also sold about 1 million copies on its own.

## 6. What was the biggest design challenge you faced during the creation of Deathtrap Dungeon the computer game?

At first I imagined the game to be first person perspective in a 3D world. But I wanted to hand-to-hand combat as well as ranged combat. To do this realistically necessitated third person characters with full 360\* of movement to adventure through the 3D world. So this was the starting point. As the game developed, the number of levels increased to accommodate all the puzzles and creatures we had fiendishly devised. The original gameplay specification moved away from role-playing and more towards combat/adventure to reflect the ? of the books. But overall, the game captures and even goes beyond the goals I set out to achieve.

## **7. Who are the game's main characters?**

The hero is called **Chaindog**. He's quite a brutal character having been brought up as a slave in the savage war pits of the barbarian north. Nothing pleases him more than carving those who get in his way, especially Rat Man and Pit Fiends. Not really a person who you could call a 'good guy'. The heroine is called **Red Lotus**. She is a girl with serious attitude and faultless beauty. Captured by pirates whilst a young teenager, she learnt every trick in the book. She does not suffer fools gladly and man even less; many have died trying to charm her against her wishes.

## **8. Can you program at all?**

I can design and create gameplay but I can't code to save my life! Our brilliant software engineers take the credit for that monumental work.

## **9. Was it easy to watch your book being turned into a videogame? Did you have to exercise creative control at some points?**

Deathtrap Dungeon was first published in 1984, but until the Pentium PC & PlayStation arrived the technology wasn't around to create the 3D world realistically enough. Some of the fantasy games that came out on 8 bit and 16 bit machines looked terrible. Now I'm happy. I've had a lot of creative control. I'm sure the programmers and artists are sick of me making small changes all the time. But if you are passionate about something, you have to do it right.

## **10. It's nice to see that monsters such as the Pit Fiend and the giant scorpion have made it into the game. Was there a conscious effort to make the game as close to the book as possible?**

I've tried to get as many of the book's characters and incidents into the videogame as possible. The Bloodbeast and friends are all in here. But the game is much, much bigger than the book. The dungeon itself is HUGE. The weapons go beyond swords and axes with the addition ranged weapons. Creative license has added magical flame guns, rocket launchers and my own favourite, the exploding pig. Pick him up, pop him in your backpack and when a nasty creature gets in your way toss the piggy at him. Like a homing pigeon, he runs towards the creature squealing like crazy and explodes in his face. No more creature and alas, no more piggy. The Blue Imps are good too, stabbing you in the foot with their knives and forks. Then there's the flying turtles to ride on.....I could go on forever.

**11. Is DD the first of a new line of games based on your Fighting Fantasy books?**

There is no doubt that **Deathtrap Dungeon** will become a franchise brand. **Deathtrap Dungeon 2** will be based on another of my gamebooks entitled **City of Thieves** and subtitled as such. More on that in due course. In the meantime, gamers will have enough on their plate dealing with Exploding Pigs, the nasty Blue Imps, horrendous tricks and traps and assorted methods of dying in the most evil dungeon in town! Good luck - you'll need it!