

GT Interactive
116 Baker Street
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GT INTERACTIVE PRESS RELEASE

18/3/99

AMEN: THE AWAKENING

Format: PC
SRP: £TBA
Release: August 1999

“One of the goals of the design team is for people to be able to go through the entire game without killing.”

- Greg MacMartin (Amen Designer)

It's everything you'd expect from award-winning developers, Cavedog Entertainment and global publishers, GT Interactive... but this one *is* different!

In **Amen: The Awakening**, players take on the role of Bishop Six, a commando from a super-secret division of the British SAS. True to the spirit of the game, wading through the opposition with guns blazing is not the preferred MOD. Bishop Six is the sort of resourceful soldier who is three steps ahead of the carnage, forging paths around the pools of blood instead of splashing through them with puerile glee.

The plot is an epic account that chronicles the end of human civilisation. As one-third of the human population goes insane, killing all those around them, total chaos erupts on a global scale. Bishop Six is sent to America to assist an emerging resistance.

That'll be where you come in then...

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Features:

- A cinematic ‘roller-coaster-ride’ of a game - a searing blend of science fiction, fast-paced action, character building and incredible suspense.
- Based not on missions or maps but “acts” that are truly epic in scope, each with specific goals taken from the overall plot.
- Authentic and realistic throughout. Detonate a generator and a repair crew will be on the scene in seconds; wound an opponent and he’ll call for back-up...
- Multiple solutions to EVERY puzzle and situation.
- All constructions with realistic detail. Walk an aircraft carrier built at wireframe level from actual craft blueprints!
- Cutting-edge 3D acceleration.
- Killer music.
- Staggeringly intelligent enemies.

For more information contact:

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