



Ghost ship

Bismarck

Lorab
2006

Example Level Walkthrough

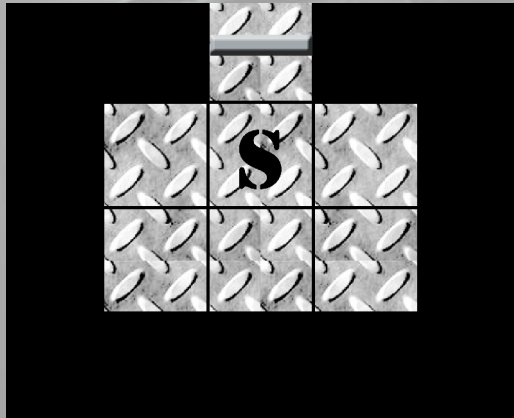
Presentation Content

- Give an idea about the gameplay
- Show the possibilities of the interactive medium
- In combination with boardgame gameplay



Example Level Walkthrough

First Room

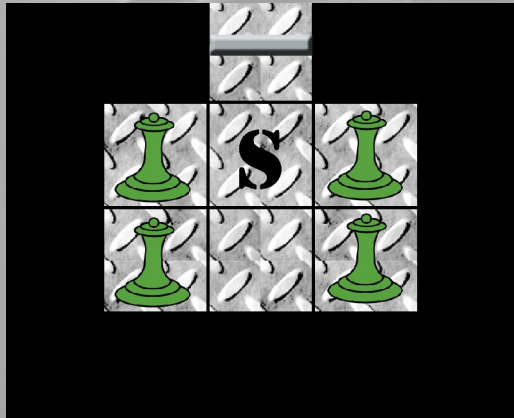


- Here starts the action
- No monsters, no threats

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Example Level Walkthrough

First Room

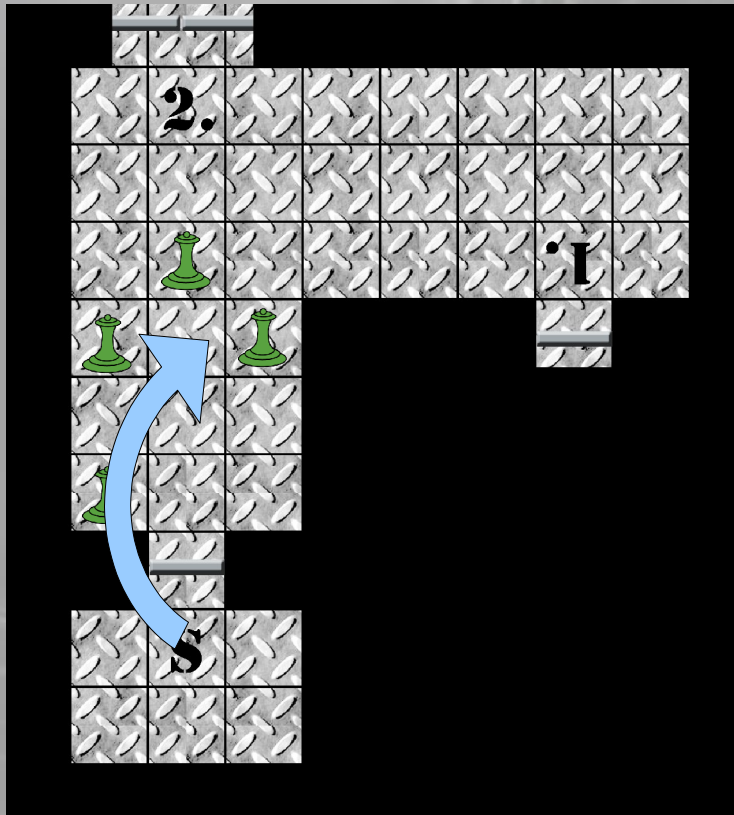


- Here starts the action
- No monsters, no threats
- Choose your character
- Place the pieces

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Example Level Walkthrough

First Corridor

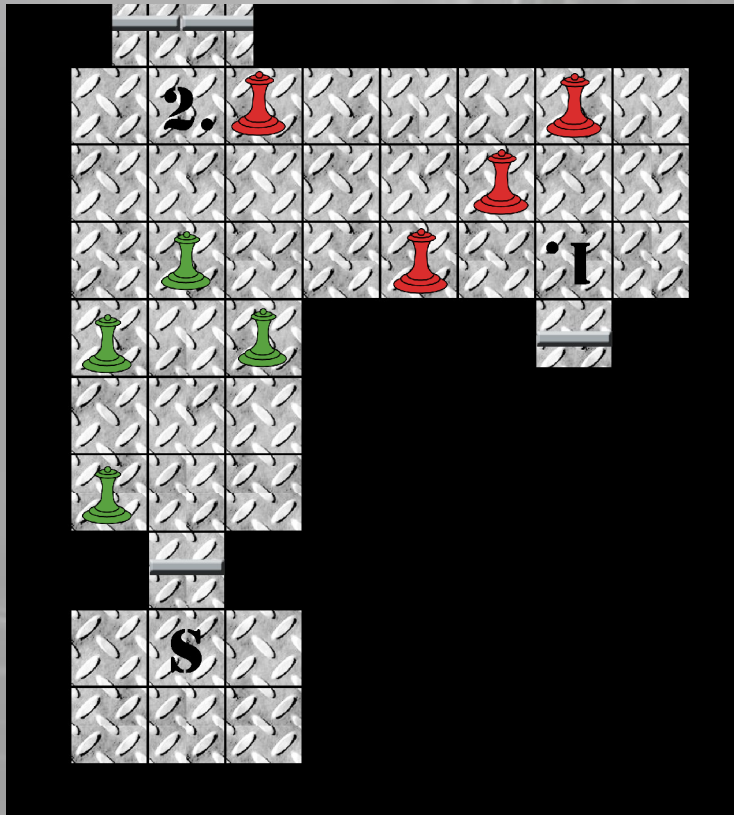


- Press "S" to to open the first door
- Go to doors and press number keys
- Door "2" will be locked

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Example Level Walkthrough

First Corridor



- Press "S" to to open the first door
- Go to doors and press number keys
- Door "2" will be locked
- Monsters will appear at random positions
- The players must fight the monsters

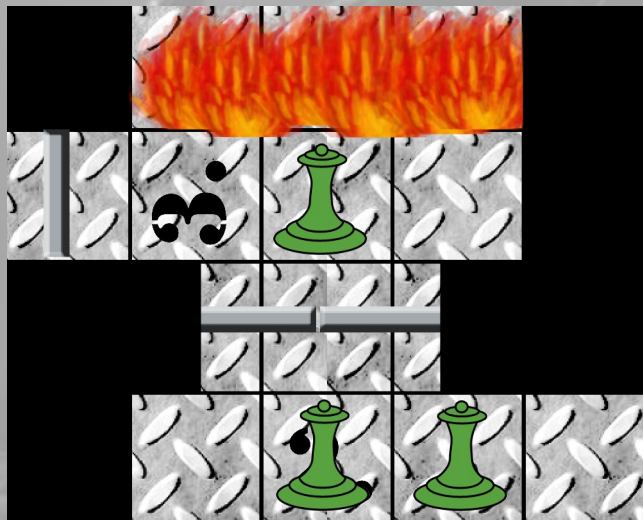
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Example Level Walkthrough

Wall of Fire

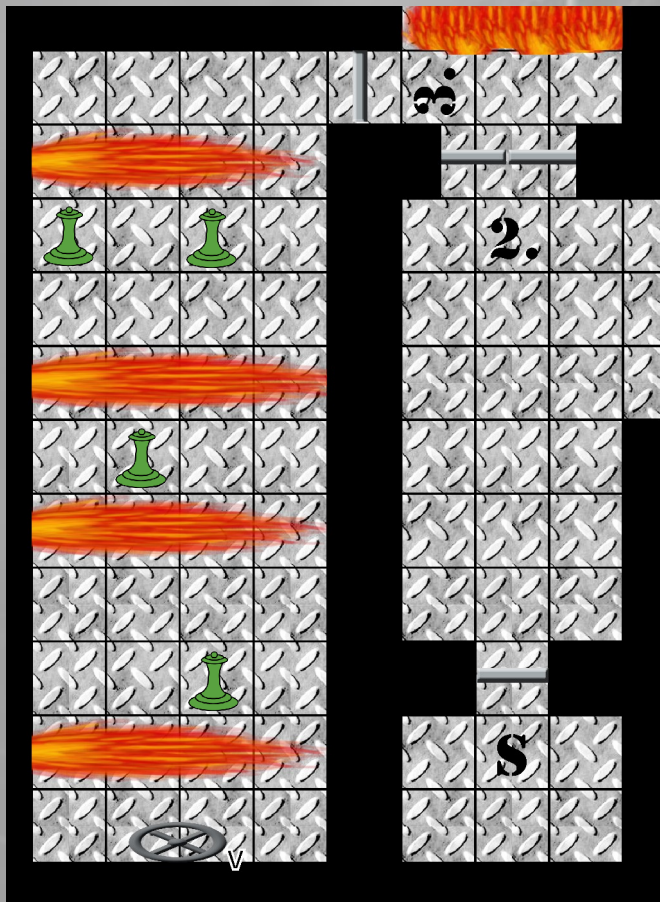


- Pressing "2" will open the door
- Unsurmountable wall of fire
- Press "3" to open the next room

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Example Level Walkthrough

Fire Room

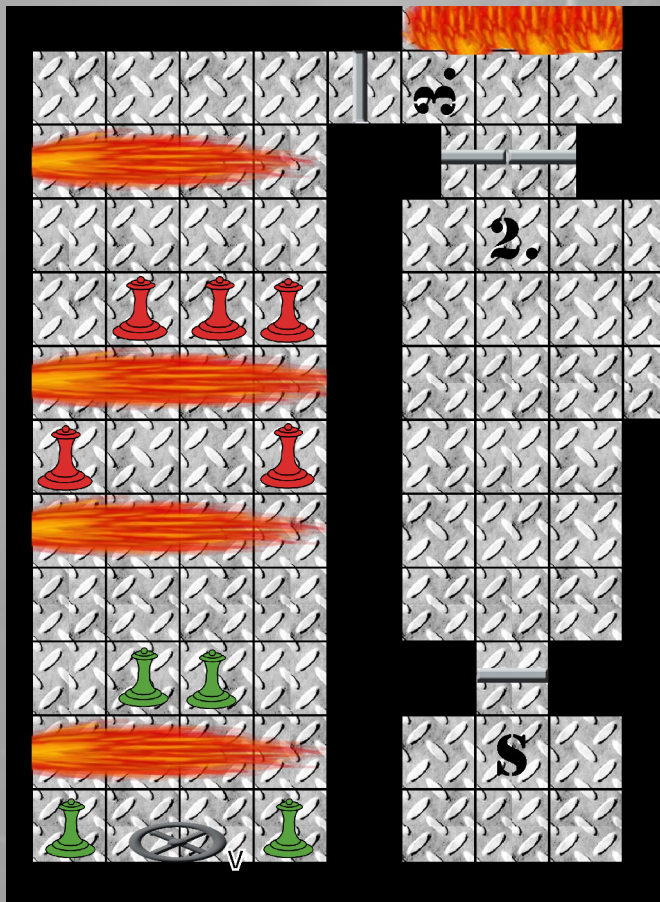


- Traverse the room to the valve
- Flames shoot out of the walls
- If you reach the valve, press "V" to smother the flames

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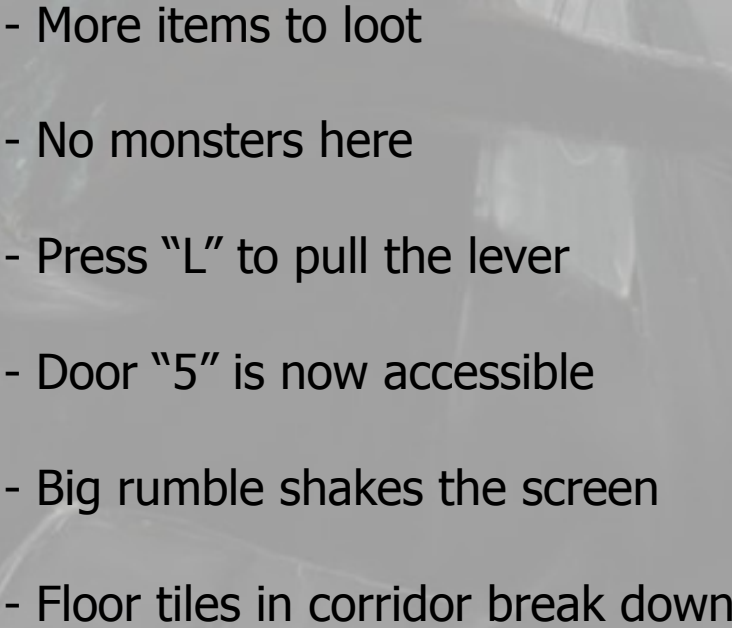
Example Level Walkthrough

Fire Room

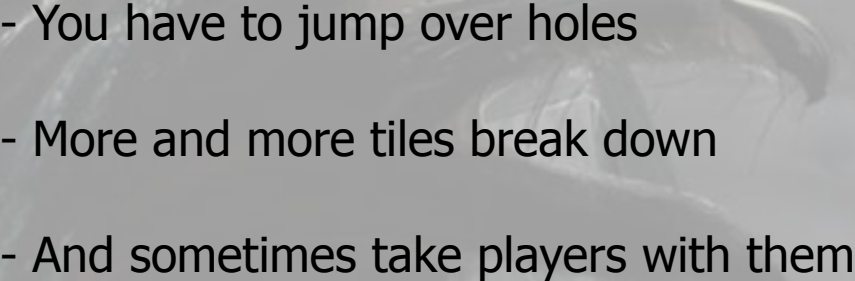


- After closing the valve, monsters appear
- Fight the monsters
- Get to the newly opened passage

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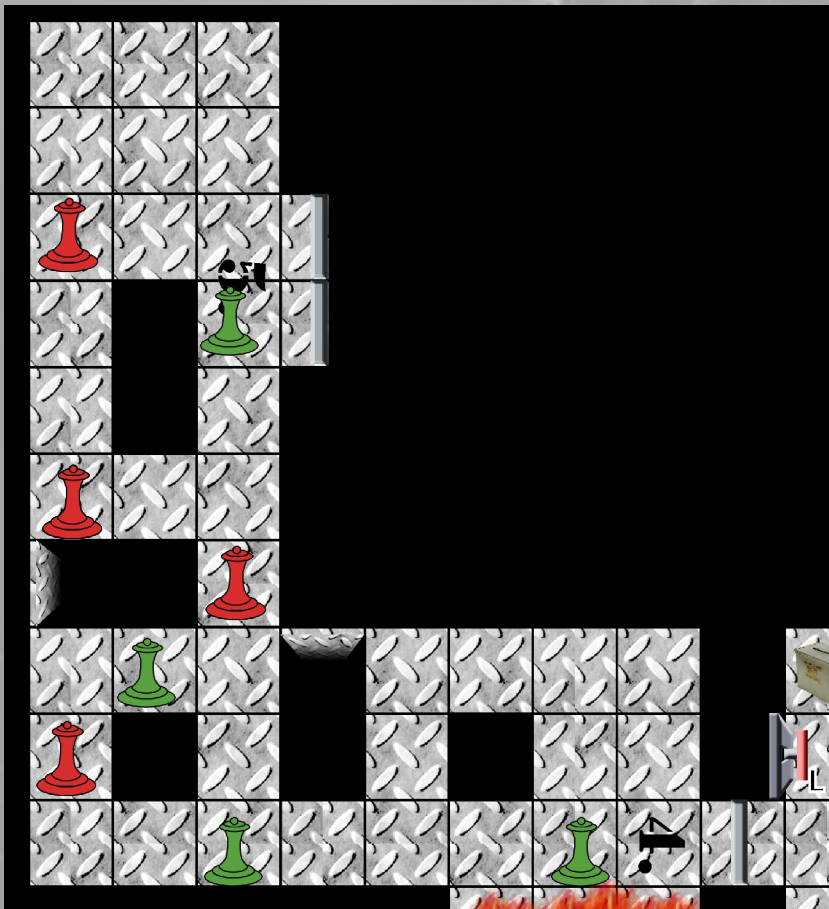


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Example Level Walkthrough

Second Corridor (after breakdown)

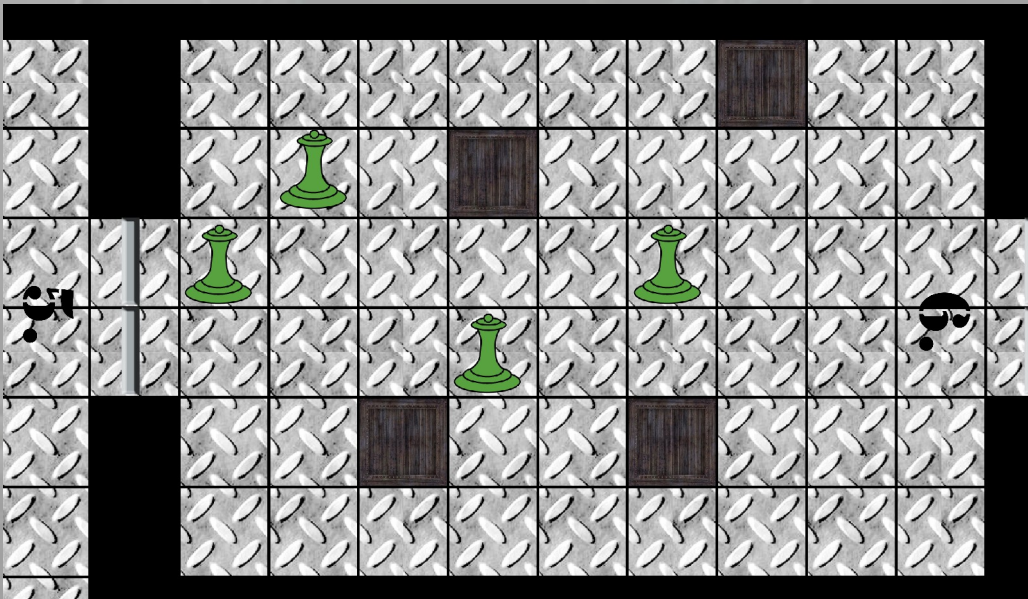


- You have to jump over holes
- More and more tiles break down
- And sometimes take players with them
- Monsters randomly appear to give you a hard time
- Press "5" to open the corresponding door

Example Level Walkthrough

Final Room

- The last room
- Just get to door "6" to end the level

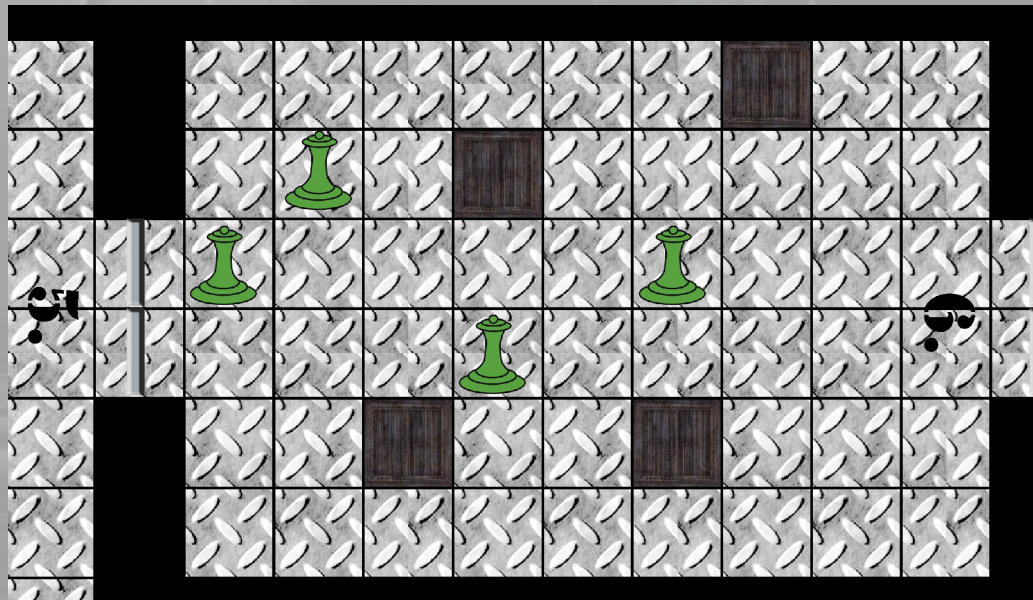


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Example Level Walkthrough

Final Room

- The last room
- Just get to door "6" to end the level



But it's never that easy...

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Example Level Walkthrough

Boss Fight

- A machine gun emplacement emerges from a hidden floor elevator
- Starts to fire wildly



- Every time it fires, players get damaged
- Get to the green spots to be safe
- Boxes are toppled over
- Safe spots change their positions
- Keep moving and defeat the bastard!

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Example Level Walkthrough

The End

Questions?

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Example Level Walkthrough

The End

Thank you for your attention!

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