

Blackguards

What happens when the only hope of a threatened world lies not with heroes in shining armor, but is placed in the hands of a band of misfits and criminals? *Blackguards*, the new turn-based RPG by Daedalic Entertainment, explores this very question. The player takes on the role of a convicted murderer who must use the help of a team of more than questionable characters to save the world from a dark menace. Through this wild chase throughout the South of Aventuria, the world of The Dark Eye, there is more to fight than vicious creatures. Chapter by chapter you'll encounter a story full of intrigue and surprising twists. Time and time again, the moral compass of the player will be tested. One does not beat *Blackguards* without getting their hands dirty. But when life and death are in the player's hands, how far will they go to reach their goals?

In the company of unforgettable characters such as the half-elf Niam with her slight drug-habit and the lecherous wizard Zurbaran, the hero will often have to decide which of their comrades deserve their trust and which ones don't. Each of these decisions can have terrible consequences for the party and the world itself.

The first turn-based RPG by Daedalic Entertainment unites the studio's high standard of a suspenseful storytelling and unique characters with gripping tactical battles in elaborately crafted 3D-environments. In a taxing campaign, the player takes part in a dark story full of doubt, betrayal and loss.

Whether the player chooses to go into battle as a mighty warrior, a clever wizard or a skillful hunter, the first battle isn't far away. Over 170 individually crafted battle maps full of interactive objects and strategically complex situations expose the player to exotic locations and put them through deadly trials.

Blackguards will be available in stores and for download in Q3 2013.

About Daedalic Entertainment

In its Hamburg-based studio, *Daedalic Entertainment* develops and publishes high-quality computer- and videogames to a global market. The company's focus lies in producing excellent entertainment-software with a strong narrative characteristic.

With titles such as *Chaos on Deponia*, *Harveys New Eyes*, *Chains of Satinav* and *Edna and Harvey: The Breakout*, Daedalic was able to set new standards in adventure gaming and was awarded with 17 German Developer Awards ("Studio of the Year" 2009, among others), four German Computer Game Awards and a European Games Award. As a publisher Daedalic brings unusual and extraordinary titles such as *Torchlight II*, *Botanicula* and *Tales of Monkey Island* to the German market. The foray into the turn-based RPG-genre is a first for the company, covering new grounds for Daedalic.



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