



<http://www.brackentor.com/>

<http://www.shadowtorstudios.co.uk/brackentor.htm>

London, England, June 9th 2009

Shadow Tor Studios announce the production of their second horror/adventure,

Bracken Tor: The Time of Tooth And Claw.

To coincide with the announcement, the British game development studio has also launched the official website, which features four brand new screenshots, from the title, as well as details of the plot and the real-life inspiration behind the game.

"More and more hikers, park rangers and explorers are seeing unexplainable creatures, in the landscape.

No-one knows where they come from, why they are here and where they go. For unlike sightings of big cats, and others carnivores, the lesser known moorland beasts seem to vanish, into thin air, after they have been sighted" says game author, Matt Clark, "I've often found wild animals, ripped to ribbons, in the forests of Cornwall, and seen inexplicable scratch marks on standing stones and other ancient monuments.

Bracken Tor will explore several possible theories behind the strange occurrences".



About the game:

**Explore the desolate moorland, searching for evidence.
Travel back in time, to The Bronze Age, to learn its secrets.
A complete interactive world; brought to life on your PC.
Environmental sounds and weather to heighten the experience.
An unnerving and eerie soundtrack, to chill the blood.
Experience virtual archaeology, and uncover the past.
Survive beast attacks using items close at hand. Defend yourself!
Glean clues from newspaper articles and local radio broadcasts.
Solve a bloody murder through investigation and detection.**





System Requirements:

OS: Windows® XP(SP2/SP3) or Vista

CPU: Pentium® II or equivalent. (Pentium® IV or equivalent recommended.)

RAM: 512 MB RAM. (1 GB RAM Recommended.)

GRAPHICS CARD & MONITOR:128 MB DirectX® 9.0C

Compatible 3D accelerated video card, supporting 32bit (true color) colour depth at 1024x768.

Sound: 16-bit DirectX® 9.0C Sound Card. Additional: Mouse, Speakers, DVD-Rom Drive.







<http://www.shadowtorstudios.co.uk/>



10. Juni 2009

BRACKEN TOR

THE TIME OF TOOTH AND CLAW



Here's some details:

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**Glean clues from newspaper articles and local radio broadcasts.
Solve a bloody murder through investigation and detection.**

**I had better get back to working on Dark Fall: Lost Souls.
Looks like I have stiff competition in Cornwall, when it comes to
spooky adventure games. That can never be a bad thing.**

**See you at Bracken Tor. Bring a thermos of tea, and a sharp
tool...looks like we will be digging in the dirt, and possibly
defending ourselves from something nasty...with claws...and
teeth...and greasy black hair...oh, that's the average Cornish
Landowner, isn't it?!**



BRACKEN TOR

THE TIME OF TOOTH AND CLAW



News

Haarlem, The Netherlands – 17 August 2010

<http://www.iceberg-interactive.com/news-mainmenu-33/1-latest/240-bracken-tor-the-time-of-tooth-and-claw-signed.html>

News

Haarlem, The Netherlands – 1 October 2010

Premier PC videogames publisher Iceberg Interactive today reveals the first of a series of screenshots for "Bracken Tor: The Time of Tooth and Claw – Adventures Beyond Barrow Hill".

Each screenshot will be accompanied by a description provided by Shadow Tor Studios. Today's screenshot reveals „the Abandoned Mine: "The Barrow Moor is scarred by centuries of tin mining, with many abandoned pit shafts posing a lethal hazard to nocturnal explorers.

It's all too easy to get lost, in the dark, and then plummet to your doom. If you survive the fall, it's likely you'll find yourself in the long forgotten mine tunnels, which descend deep into the ancient landscape."





Bracken Tor, Teaser 1: The Hiker:

<http://www.youtube.com/watch?v=9IFkWW9fxc0>

Bracken Tor, Teaser 2: DJ:

<http://www.youtube.com/watch?v=pZPQuticrro>



<http://jonathanboakes.blogspot.com/>









BRACKEN TOR
THE TIME OF TOOTH AND CLAW



BRACKEN TOR
THE TIME OF TOOTH AND CLAW



Haarlem, The Netherlands – 8th November 2010

Videogames publisher Iceberg Interactive and development studio Shadow Tor Studios have announced that their upcoming horror adventure game for PC

Bracken Tor: The Time of Tooth and Claw

has been delayed until the **1st quarter of 2011**.

Developer Matt Clark of Shadow Tor Studios said:

"It is disappointing that Bracken Tor's release has had to be put back to Q1 next year, but we felt that the extra polish and additional features that we will be able to add to the title will ensure that those people who are eagerly anticipating the release will not be disappointed.

Publisher Iceberg Interactive stated that the delay was in the best interest of the many people waiting for the game and that the decision to postpone the release was taken despite very encouraging pre-orders from the trade and the public.

The new Q1 release date also gives the Publisher the opportunity to release all localized versions simultaneously, thereby creating a pan-European release date.





Haarlem, The Netherlands – 8th Februar 2011

A haunted Utopia, hordes of Zombies, roaming free in your own space ship, a treasure dig set in Jerusalem and a Cornish mystery originating in the Bronze Age are coming to your PC during of the first half of 2011. Videogames publisher Iceberg Interactive announces the definite launch dates of its upcoming PC titles today.

On 22 April, 2011 UK developed horror adventure

Bracken Tor: The Time of Tooth and Claw (PC)

will take back those who dare, to the world of Shadow Tor Studios' horror/archaeology hit Barrow Hill. There they are put to the task of solving a brutal killing on the mysterious moorlands of Cornwall, which somehow seems related to terrible happenings from millennia ago that still leak into this reality.





Haarlem, The Netherlands – 15 April 2011

Videogames publisher Iceberg Interactive today announced that the release of

Bracken Tor: The Time of Tooth and Claw

for PC has been postponed to

June 10th 2011.

The indie developer of the highly-anticipated horror adventure, Shadow Tor Studios from Cornwall, UK, has been adding much content over the past months but needs more time to tweak and fine-tune the game.

KOCH MEDIA

Als wagemutiger Journalist, auf der Suche nach der nächsten "großen Story", wie weit würdest du gehen, um dir die Coverstory zu schnappen?

Wärest du bereit dein Leben zu riskieren, indem du eine Nacht im mysteriösen Moor übernachtet, nur geschützt durch die Plane deines Zelt?

Wenn dem so ist, dann erwartet dich Bracken Tor. Die alten Felsen rühmen sich mit vielen geheimnisvollen Ereignissen: von unerklärlichen leuchtenden Lichtern bis zu schrecklichen Unfällen.

Liegt ein Fluch auf diesem Ort?

Die Vergangenheit ist der Schlüssel. Nur durch das Verständnis unserer Vorfahren, die diesen Ort belebt haben, wird es dir gelingen die Nacht zu überleben.

Du wirst entscheiden was es dir Wert ist: Die Kreaturen, die in der Dunkelheit lauern oder die schrecklichen Bräuche unserer Vorfahren.

Features:

Stimmige Geräuschkulisse u. passende Wettereffekte für ein noch intensiveres Erlebnis.

Samme Beweise aus Zeitungen u. lokalen Radiostationen in einer interaktiven Welt.

Untersuche die verlassene Moorlandschaft nach ungewöhnlichen Ereignissen.

Löse durch deine Recherchen u. Entdeckungen einen blutigen Mordfall.



Haarlem, The Netherlands – 4 November 2011

Publisher Iceberg Interactive has announced a further delay to **'early Q1-2012'** for its upcoming PC horror adventure **Bracken Tor: The Time of Tooth and Claw**, by British developer Shadow Tor Studios, known for the successful adventure game Barrow Hill.

An Iceberg Interactive spokesperson said about the delays in development: "The developer is and has been working hard on the game, which has become much bigger over the past year than originally intended.

We are aware the Bracken Tor release date has been moved back several times now and we do regret missing the Halloween deadline, but Shadow Tor is a small indie developer working on a really big project and as such it can be difficult to actually tie things up."

He continued to say: "We're quite sure the developer will finish the project before Christmas 2011 but that will not give us time to release it this year. That being said we are still convinced Bracken Tor will be an adventure game classic.

We know we're asking for a lot of patience, especially from customers who have pre-ordered.

It has been a long wait, but we want to make that wait worthwhile instead of rushing an unfinished product out.

Hence, we have now adapted the more generic Q1-2012 date which basically means 'when it's done', to avoid people focusing on a specific date and getting their hopes up."



Whether it's a Yuletide brew or mince pie you are after, The Green Man Inn at Wychwood is great place to be this Winter Solstice.

Many have sought refuge beneath the ancient wooden beams and crept through the winding passageways.

Pull up a chair, to the fireside, as the story is about to begin.

KOCH MEDIA

22. Februar 2012

Der deutsche Publisher Kochmedia teilte soeben mit, dass Bracken Tor auf Mitte Juni verschoben ist. Sollte dieses Spiel bis zu diesem Termin nicht erschienen sein, wird Kochmedia sich zurückziehen und es müsste ein neuer Publisher gefunden werden. Iceberg selbst äußerte sich bisher dazu nicht.



News: 09. April 2013

Auf Nachfrage wurde uns mitgeteilt:

Bracken Tor is still scheduled for a release in the first half of this year.

I do not have a set date for the release, the localised versions will follow

but the German versions is still planned as the first of those. Any news will be added onto the website as it become available.

Many Thanks
Matt Clark

OS: Windows® 7, Vista or XP(SP2/SP3)

CPU: Pentium® IV 3.00 GHz or equivalent (Higher Recommended.)

RAM: 512 MB RAM. (1 GB RAM or Higher Recommended.)

GRAPHICS CARD & MONITOR: 128 MB DirectX® 9.0C Compatible 3D accelerated video card, supporting 32bit (true colour) colour depth at 1024x768 resolution.

Sound: 16-bit DirectX® 9.0C Sound Card.

Additional: Mouse, Speakers, DVD-Rom Drive.

PC DVD

ADVENTURES BEYOND
BARROW HILL

BRACKEN TOR

THE TIME OF TOOTH AND CLAW



Adventureinsel

<http://www.adventureinsel.de/>



Update: 09. April 2013