

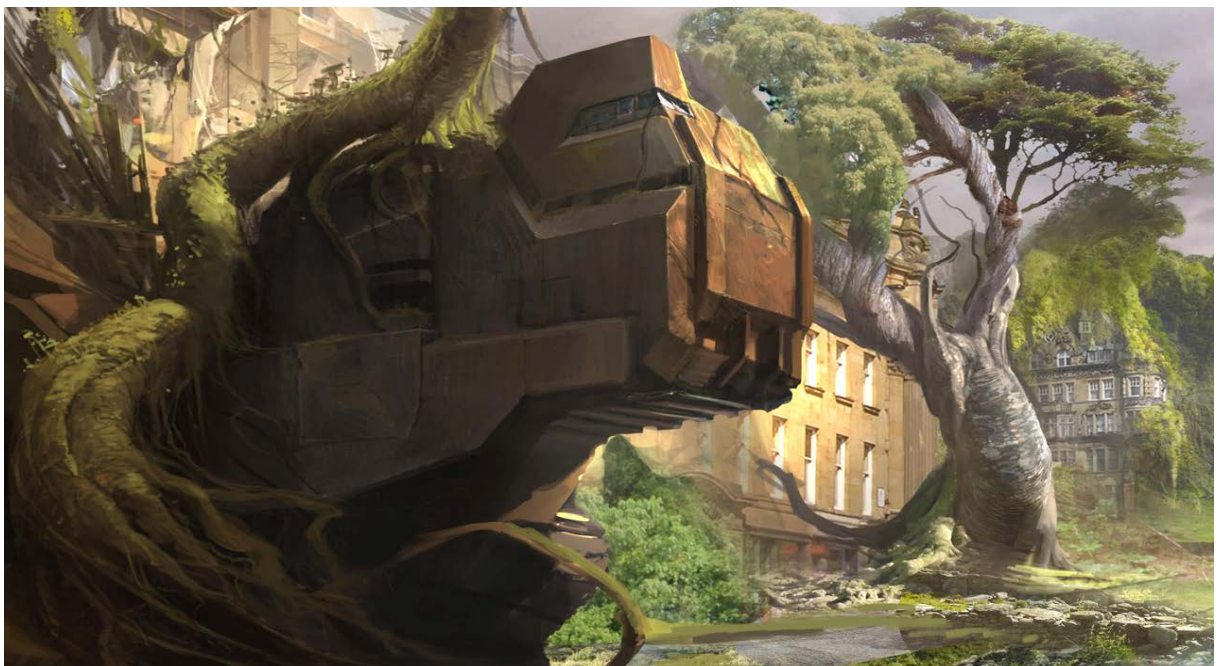
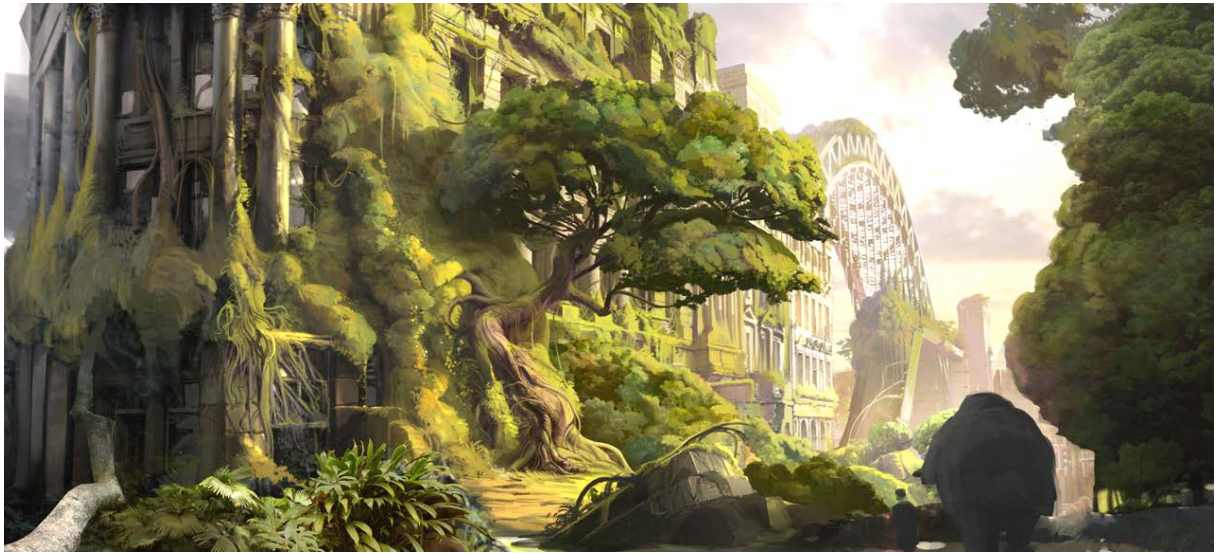


<http://www.kickstarter.com/projects/995134339/the-realm-game>

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



REALM
KICKSTARTER





The Realm is set in a far distant future where the world has been reclaimed by nature. Our once proud cities now lie abandoned - overgrown with strange plants and twisted vines.

The locations in The Realm reflect the real-life landscapes and architecture of the North East of England. Some humans remain, but they are now leading a more simple life based around small rural communities entirely divorced from modern technology and science.

The age of magic and mysticism has returned and there are rumours of stirrings in the forests.



Trailer:

http://www.youtube.com/watch?v=ipFY7L_Jirw&feature=player_embedded

http://www.youtube.com/watch?feature=player_embedded&v=0B5cOA2Avbk





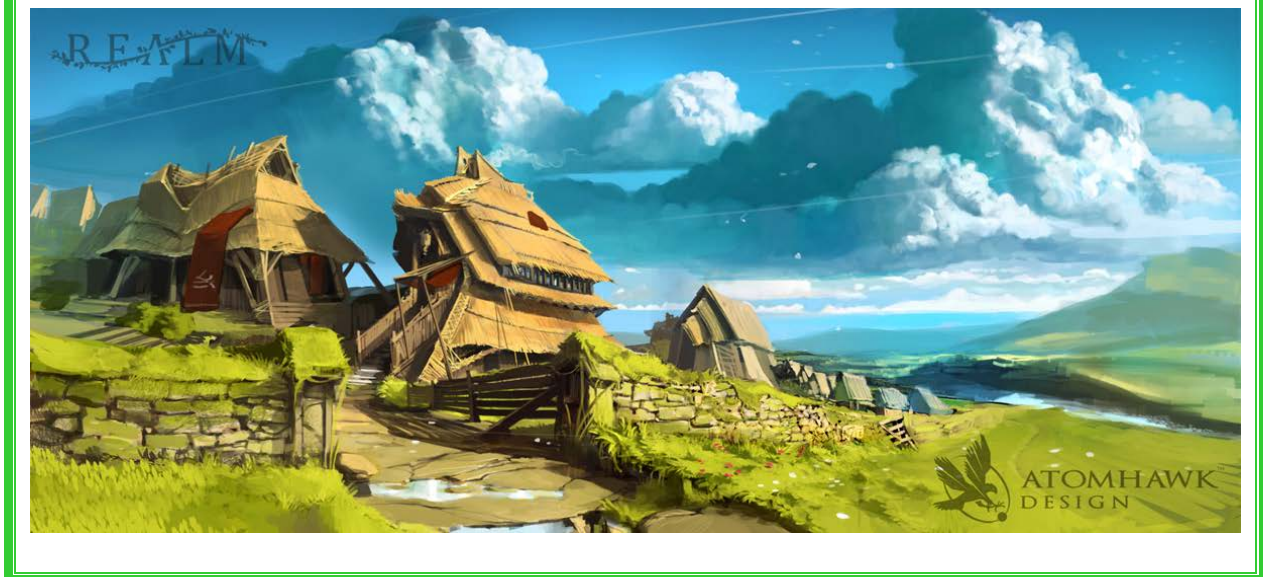
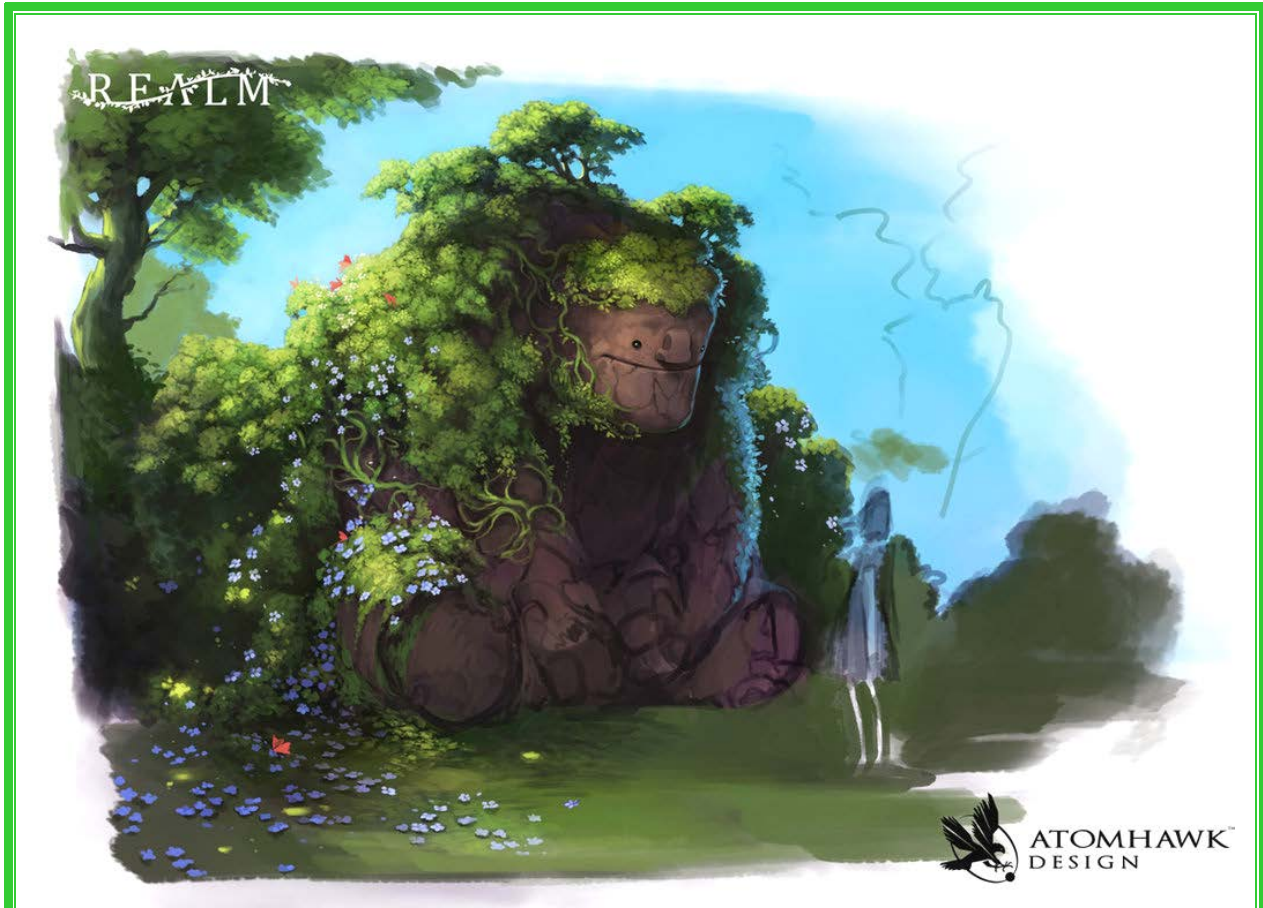
The Realm follows the story of Sarina, a headstrong young girl who leaves the safety of her village to embark on a desperate quest to discover a cure for her sick mother.

On her journey she befriends a legendary giant stone golem named Toru, a gentle but powerful creature, and the unlikely couple begin a treacherous adventure together.

Sarina and Toru travel across the wild and beautiful land to a forgotten city, where legend speaks of a flower growing with amazing healing properties.

Their presence in the city awakens a long forgotten shadowy force that controls the Lampheads - mysterious plant-like creatures with a powerful and deadly gaze.

**Release (als Download u. ev. Deutscher Version):
ca. Februar 2014**



Facebook:

<https://www.facebook.com/atomhawk>



An emotive visually stunning game set in a familiar but strange future - an imaginative reinvention of the point&click adventure genre

REALM



ATOMHAWK
DESIGN



<http://therealmgame.wordpress.com/>



The Team



<http://www.atomhawk.com/realm.html>



Interview mit Thomas Szirtes (23. April 2013)



<http://www.adventure-treff.de/artikel/interviews.php?id=95>



Update 5: Soundtrailer:

<http://soundcloud.com/richardjacques/the-realm-trailer>

The Realm trailer music available to you as a
free download!

Update 7: Gameplay Details

http://www.youtube.com/watch?v=57d8R3FcSV4&feature=player_embedded





Update 09 (08. Mai 2013)

Q&A and Charlie Bowater Interview

<http://www.kickstarter.com/projects/995134339/the-realm-game/posts/474229>



Update 10 (09. Mai 2013)

Middle Age & New Witch Doctor Reward Tier



<http://www.kickstarter.com/projects/995134339/the-realm-game/posts/476006>



Update 12 (14. Mai 2013)

<http://www.kickstarter.com/projects/995134339/the-realm-game/posts/480403>





Update 13 (15. Mai 2013)

The Final Countdown

Funding Unsuccessful!

This projekt reached the deadline without achieving its funding goal 1 day ago.

21. Mai 2013



What Happens Next?

Dearest Backers, So we've reach the end of our Kickstarter campaign and we must **thank-you so much for all your amazing support** throughout the last 30 days. You are all incredible. It didn't end up the way we would have liked it but still we achieved an amazing amount of pledges and that is all thanks to you.

For example did you know we are one of the top funded UK game Kickstarters ever!?

We may not have have won the battle but **the war is not over** yet! The **lack of US payments** was a crucial factor in hurting our campaign.

So we plan to relaunch the campaign later this year with a US account. Also a lot of you wanted to see some **game footage** so we are going to work on that too and come back stronger!

Of course we will need to call on your kind generosity once again - so **we will be in touch!**

We don't want to rely on Kickstarter to be able to contact you, so ***please* connect with us** on one of more of our channels: We've created a mailing list you can sign up to here: http://eepurl.com/y_2mH

Also we still have our Facebook page here: <https://www.facebook.com/therealmgame> and our twitter account @TheRealmGameSpeak soon and thanks once again!

The Realm Team

22. Mai 2013



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



Locke

Update: 23. Mai 2013