

BEYOND THE THRESHOLD

Beyond the Treshold

A 1st-Person Point&Click adventure based on the works
of Howard Phillip Lovecraft
for the H.P. Lovecraft Commonplace Book Exhibition



<http://www.illuminatedlantern.com/if/lovecraft.html>

Story, programming and graphics by:

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Music:

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Engine:

Wintermute
by Jan Nedoma
(www.dead-code.org)

NACHT UND NEBEL

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Synopsis

Beyond the Threshold was originally designed for an „Escape the room“-challenge for the Wintermute Engine Community. For the H.P. Lovecraft Commonplace Book Exhibition I expanded it a little, added more graphics, a new user interface and more background information.

Beyond the Threshold is rather an interactive story than a real game.

It tells the story of Friedrich Wilhelm von Junzt, author of the notorious book „Unaussprechlichen Kulten“.

After he released it, the Ancient Ones sent out their creatures to punish Friedrich for revealing their secrets to the public. The constant hauntings left him in a desolate psychical condition, wandering on the small border between sanity and madness.



Finally, one of the nightmarish beasts has trapped Friedrich in his apartment ... it's up to you to help him out of his miserable position.

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Credits

At first I would like to thank Peter Nepstad for accomplishing this exhibition and thus giving us hobby game designers the opportunity to present our games to a broader audience.

Very special thanks also go to Jan „metamorphium“ Kavan for being mad enough to compose the cool music you can hear in the game only a few hours before the deadline – you rock!

Further thanks go to: Jan „mnemonic“ Nedoma for creating Wintermute, the probably best adventure engine ever :-), all regulars at #wme and the forum (especially Jerrot and odnorf) and my girlfriend for tolerate my constant ranting during the last days of production :-)