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## About This Game

Eleusis is a 3d first-person adventure game for Windows developed by Nocturnal Works using the technology of the unreal engine. It takes place in a seemingly abandoned village in Greece where the player character, while trying to seek refuge, finds himself in the center of a whirlwind of mysterious events. As the plot unfolds he finds clues that indicate that the village is a nest of a cult which plans to revive a dark force through an ancient ritual and harness its power. The player character faces the challenge of unlocking the forgotten knowledge of the ancient mysteries in order to stop the cult from accomplishing their goal.

It is a story-driven game with emphasis on exploration, information gathering and also includes horror-survival elements. The player is called to solve inventory item based puzzles in order to proceed to unlock new areas and solve the mystery. The game's puzzles are made to challenge the player and are based on actual history, mythology and technology of ancient Greece. The player also needs to be cautious and use stealth tactics and agility to survive the threats looming the area.

## Key Features:

- High detailed realistic graphics.
- Explore open environment with realistic physics in the Greek countryside.
- Use stealth tactics and agility to survive.
- Use physics-based objects to defend yourself.

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- Challenging item-based Puzzles with simple interface.
  - Dark atmosphere with eerie sounds.
  - Original storyline

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Title: Eleusis  
Genre: Adventure, Indie  
Developer:  
Nocturnal works  
Publisher:  
Nocturnal works  
Release Date: 16 Oct, 2013

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**Minimum:**

**OS:** Windows XP, Vista, 7

**Processor:** Intel Core2 Duo, AMD Athlon64 x2, or better

**Memory:** 2 GB RAM

**Graphics:** NVidiaGeforce 9600GT, ATI Radeon 4670HD or equivalent

**DirectX:** Version 9.0

**Storage:** 2 GB available space

**Sound Card:** DirectX compatible sound card

English,French,Italian,German,Polish,Russian







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Movement speed is really slow, some of the puzzle solutions I kinda fall into accidentally after clicking on everything, and maybe if I was in the mind of the Developer I could go at the pace he'd want to, which would make the game go faster. But there's alot of walking in between puzzles and cutscenes and the further in you get, the more items you get, and the less you know what's going on. Just slightly below an average puzzle-adventure game. 4/10.



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