



*Cateia Games* presents  
**THE LEGEND OF CRYSTAL VALLEY**  
a Point n' Click Adventure game

**Summary**

**Game title:** The Legend of Crystal Valley (abbreviated: LOCV)

**Genre:** Point n' click Adventure (2D backgrounds, 3D characters and interactive objects)

**Gameplay:** Single-player (point and click)

**Platform:** PC - Windows – 9x, 2000, XP, Vista, UMPC, Linux x86/x64

**Target audience:** "Old-school" point and click adventure games fans

**Consoles:** None at the time

Main character, a young woman named Eva receives a letter from her father. He lives alone on an old farm since his wife died. The letter was a disturbing one and seems that her father was talking about some kind of end. Was he talking about ending his own life? The player leads Eva who must find out what happened to her father and what is the meaning of his words. She hadn't seen him for many years and it won't be easy for her to understand what's going on.

LOCV begins in real world but soon it relocates in fantasy world inhabited with strangest creatures and characters. We can say that our Eva is similar to Alice in Wonderland.

The Legend of Crystal Valley is a Point n' Click Adventure game that brings the best qualities of the genre. It provides many hours of gameplay dozens of various locations (including many hidden locations), characters and puzzles. With beautiful 2D backgrounds and 3D characters and interactive objects, The Legend of Crystal Valley is an adventure game that will stick you into your chair until its last scene!

LOCV is using the latest 3D effects and features of your video card such as shader model 2.0 and 3.0, per-pixel lighting with many light sources, normal and parallax mapping and a whole lot of particle effects. These effects have been carefully optimized so users with slower PC-s can enjoy the game to the fullest. And if you have an even slower PC, you can always scale down these effects. We've chosen to use 2D pre-rendered backgrounds over a full 3D environment to allow high quality images and remain true to the good old adventure game role models.

The game will be available on a rich variety of platforms. For now, we support Windows 9x,2000,XP, Vista, the new ultra mobile PC platform (UMPC), Mac OS and Linux x86/x64. BSD, Solaris and other Unix variants are also on our porting list. Console ports are also possible

**Features**

- 15 chapters with dozens of locations (including exterior and interior)
- over 200 sub-locations
- more than 40 key characters
- dozens of cut-scenes
- over 200 items and item combinations
- 2D rendered eye-catching backgrounds
- magic and witchcraft
- high-polygonal 3D characters and animations (up to 15.000 polygons per model)
- original high quality music and sounds (over 60 minutes of music already in production)
- user-friendly interface (easy to use and combine items)

**Engine features:**

- screen resolutions: from 1024 x 768 upwards, including wide screen resolutions
- pixel and vertex shader 2.0/3.0
- dynamical lighting and soft shadows, particle effects
- normal and parallax mapping
- 5.1. sound
- support for next gen OS's like windows Windows Vista and Mac OS X

The Game currently works on DirectX 9.0c

**Requirements**

**Minimum**

DirectX 9.0C

CPU: 800 MHz

RAM: 256 MB

3D accelerator (graphic card) with 128 MB

CD/DVD-ROM speed: 8x

16-bit Sound Card

**Recommended**

CPU: 1,33 GHz

RAM: 512 MB

3D accelerator (graphic card) with 256 MB -  
supporting pixel and vertex shader 2.0  
CD/DVD-ROM speed: 32x  
Dolby Surround 5.1 sound processor  
or better

**Game's Homesite**

<http://locv.cateia.com>

**Cateia Games**

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