



A STROKE OF FATE





Game Description

If you had the chance to change history would you? Could you?

In Germany hurtling towards the global catastrophe in the second world war, you step into the murky arena of international espionage as you try to alter the course of history and try and achieve what so many failed: the assassination of Adolf Hitler.

As a special agent trained in the latest sabotage techniques you have to infiltrate Hitler's inner circle and avoid the ever-watchful eyes of the ever-dangerous Gestapo. And they will be watching you, they always are...

A Stroke of Fate transports you into the world of the 1940s, mixing with the most hated figures in European history; Himmler, Goebbels, Muller and Hitler himself. While you are there though, do you have what it takes to achieve the impossible task that eluded so many others, the final solution to the Hitler problem?

Key Features:

Historical Accuracy

Based on real locations and historical figures, reconstructed from photographs and documents.

Example Location: Hitler's office. Compare photo with game.



Example Location: Hitler's conference hall. Compare photo with game.



Multiple Solutions

Example N1: Changing clothes.

The player must retrieve a set of keys from a landlord. He may arrive in an SS uniform and intimidate her, or come in civilian clothes and try to curry her favor with cabaret tickets. Though either will lead to the same immediate result, each has its own long-term consequences, regarding the player's relationship with the landlord and the ability to solve later problems.

Example N2: Different paths for problem-solving.

The player must photograph a building from a window across the way – yet steam from a nearby pipe makes a clear photo impossible. The player can address the problem in different ways -- by consulting a photographic expert and learning that a yellow filter will render the white steam invisible, or by calling a plumber to fix the pipe.

Mini-Games

There are six mini-games, to shake up the play experience. The games are of a technical nature:

- deciphering secret messages
- assembling equipment
- developing photographs



Camera Switching

Some locations have multiple cameras that automatically change, relative to the position of the main character.



Brief Contents

Chapter 1

The first chapter is set in Berlin. The protagonist, Mayer, comes upon an underground resistance group readying an attempt on Hitler's life, and tries to assist them. To do so won't be easy: aside from the clever and shrewd Muller, Mayer must distract and dissuade the Fuhrer's fanatically loyal agent, Klaus...

Chapter 2

The second chapter takes the player to Hitler's castle, Ziegenberg. At this point, Mayer is no longer a lone force. Sharing the burden of hatching and carrying out the assassination is Otto Hefner, a conspirator rescued from the Gestapo in the previous chapter. On the road to his ambition, Mayer will meet Heinrich Himmler, will see with his own eyes the rituals of the Ahnenerbe, and will come to learn of the mysterious "vengeance weapons."

Chapter 3

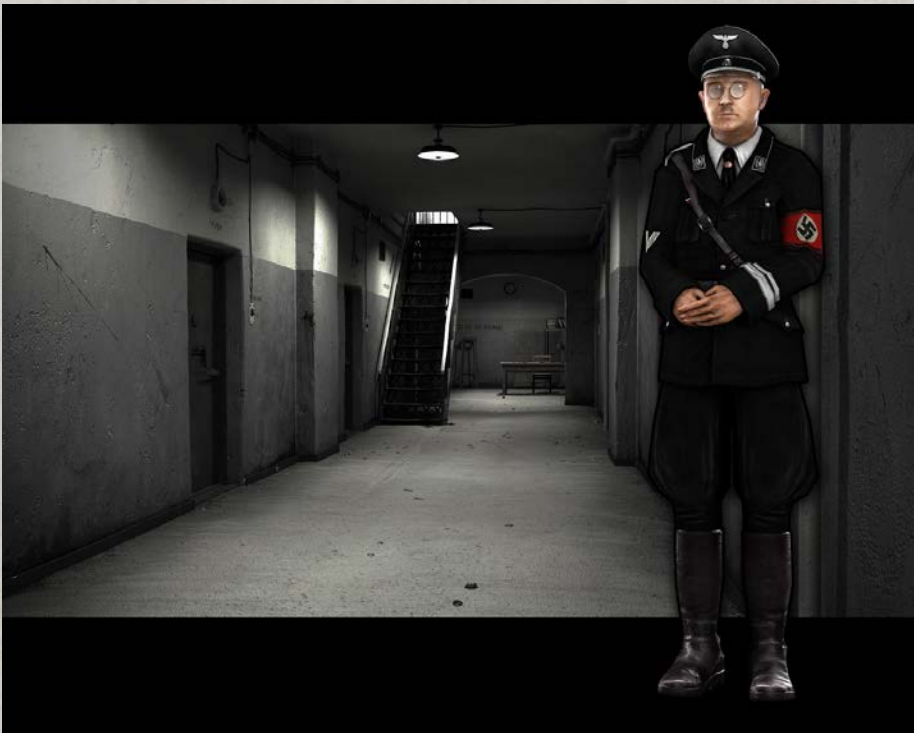
The third chapter unfolds at the very end of the war. Berlin is enduring an intense bombardment. Though the Wehrmacht is on its last legs, Hitler still has a few aces up his sleeve. To ensure that his plans fail to see reality, Mayer must delve into the dictator's bunker and seek him in person – thereby to witness the final act of the tragedy, and of the Second World War.

Characters Overview

There will be dozens of characters in the game. Here is an example of some characters.



Here is an example of some characters.



Locations Overview

More than one hundred high quality photorealistic locations.



Locations



Locations



Locations



Locations



War! That mad game the world so loves to play.

Jonathan Swift

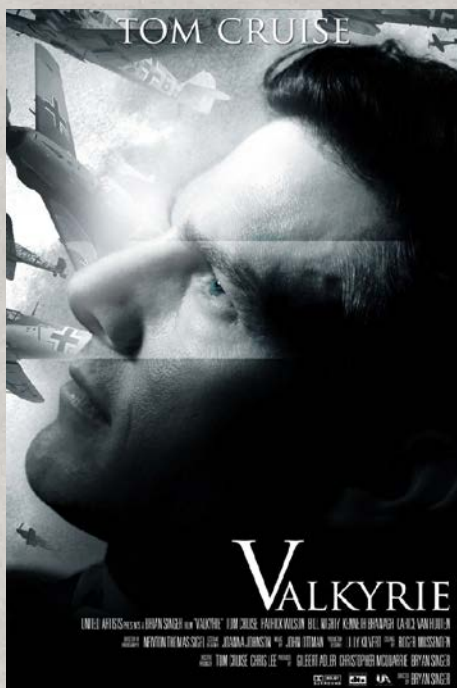
As long as war is regarded as wicked, it will always have its fascination. When it is looked upon as vulgar, it will cease to be popular.

Oscar Wilde

So many years after it began, World War II, the biggest war in history, is thriving today with remarkable vigor in the minds and imaginations of people. Yet people have always clung to war, remembering it, exalting it and habitually mining it for human truths. It is the subject of more and more solemn study and the focus of boundless popular curiosity. It has become a truly prodigal

fountainhead of entertainment, inspiring everything from sappy comedy to high tragedy, engendering chillers, thrillers and even fantasies that have been coming forth in salvos of histories, novels, movies and television shows. Here are some outstanding examples:

Valkyrie



Based on actual events, thriller depicts an attempt to assassinate Adolf Hitler at the height of World War II.

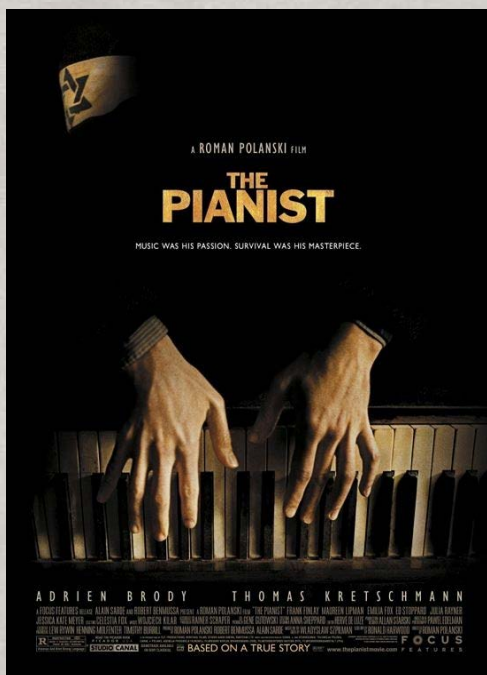
The "July 20th Plot" on Hitler's life is one of the most heroic, but least known episodes of World War II history. Severely wounded in combat, Colonel Claus von Stauffenberg returns from Africa to join the German Resistance, and help create Operation Valkyrie, the complex plan that will allow a shadow government to replace Hitler's once he is dead. But fate and circumstance conspire to thrust Stauffenberg from one of many in the plot to a double-edged central role. Not only must he lead the coup and seize control of his nation's government--he must kill Hitler himself.

Downfall



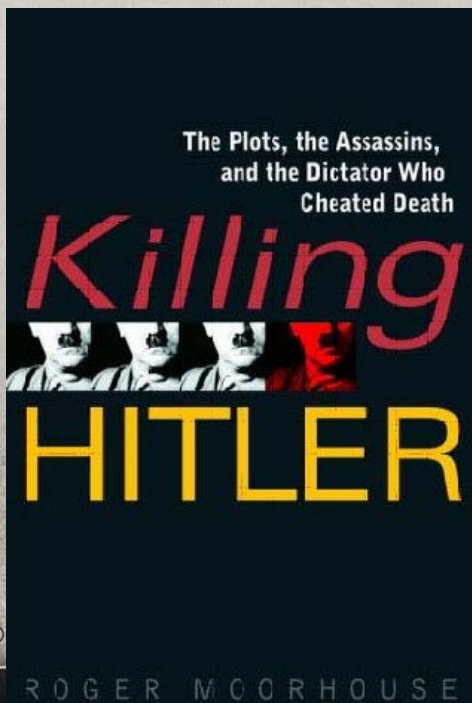
BERLIN, APRIL 20, 1945: Hitler has retreated to a bunker system under the German Chancellery. Charting the last 10 days of Hitler's life, from his 56th birthday on April 20th, 1945 to his suicide on April 30th, the film uses multiple characters to show the chaos of a country coming apart at the seams, from Hitler's henchman under the streets of Berlin, to the soldiers and civilians fighting and dying as the Soviet Army ravaged the city above.

The Pianist



An adaptation based on the autobiography of the acclaimed Polish composer, Wladyslaw Szpilman, who detailed his survival during World War II, and narrowly escaped a roundup that sent his family to a death camp. A composer and pianist, Szpilman played the last live music heard over Polish radio airwaves before Nazi artillery hit. There, in Poland, Szpilman struggled to stay alive - even when cast away from those he loved. He spent the duration of the war hiding in the ruins of Warsaw and scavenging for food and shelter. Szpilman eventually reclaimed his artistic gifts, and confronted his fears--with aid from the unlikeliest of sources.

Killing Hitler by Roger Moorhouse

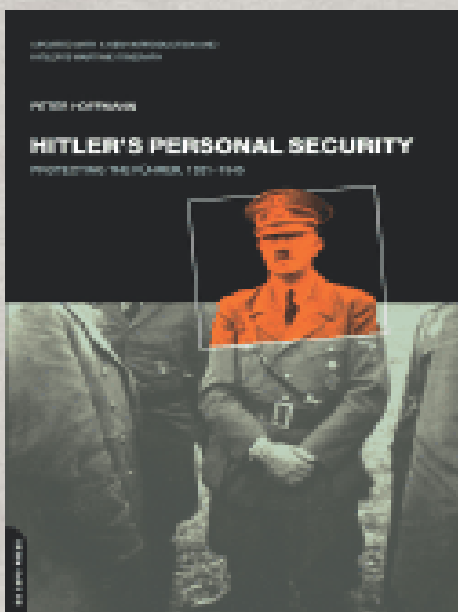


For the first time in one enthralling book, here is the incredible true story of the numerous attempts to assassinate Adolf Hitler and change the course of history.

Few leaders, in any century, can have been the target of so many assassination attempts, with such momentous consequences in the balance. Hitler's almost fifty would-be assassins ranged from simple craftsmen to high-ranking soldiers, from the apolitical to the

ideologically obsessed, from Polish Resistance fighters to patriotic Wehrmacht officers, and from enemy agents to his closest associates. And yet, up to now, their exploits have remained virtually unknown, buried in dusty official archives and obscure memoirs. This, then, for the first time in a single volume, is their story.

Hitler's personal security. Protecting the Fuhrer, 1921-1945 by Peter Hoffmann



In this book, Hoffmann presents significant new material on the many (at least 30) assassination attempts against Hitler and unfolds what is probably the most complete description of the security measures surrounding the German dictator. Hoffmann's study examines in detail the security precautions taken from the early 1920's through the elaborate plans of the Reich Security Services and the SS bodyguard detachments during World War II - with many of these sections making for, in the words of one reviewer, "on-the-edge-of-your-seat-type reading."



Official website on 5 languages: English, German, French, Italian, Russian:

<http://astrokeoffate.akella.com/>