



The
**ABC
MURDERS**
Agatha Christie

Agatha Christie



MATHEW PRICHARD (Enkel), gab grünes Licht!

Es werden fünf Titel, innerhalb der nächsten 5 Jahre, in Spiele umgesetzt werden dürfen.

HERCULE POIROT und Fräulein JANE MARPLE, u. A. werden wir dann bei ihren Ermittlungen begleiten u. unterstützen können.

Das **vierte Spiel** basiert auf dem Buch:

The ABC Murders

Die Lösung des ABC-Falles ist die kniffligste Aufgabe, die Hercule Poirot in seiner langen, erfolgreichen Laufbahn je lösen mußte.

Ein gefährlicher Psychopath mordet in alphabetischer Reihenfolge.

Es beginnt ein Wettlauf gegen die Uhr.



„Agatha Christie: Die Morde des Herrn ABC“
Ein Serienmörder, der seine Opfer in alphabetischer Reihenfolge
umbringt, treibt sich in der Stadt herum.

Bei jeder Leiche hinterlässt er einen U-Bahn Plan und weist somit
auf die zukünftigen Orte der nächsten Morde hin, aber Poirot
kommt immer zu spät an den Ort des Geschehens.
Poirot ist fasziniert von der Methodik des Mörders, sodass er
durch ganz England reist um der ganzen Sache
ein Ende zu bereiten.



News: 04. Dezember 2013.

MICROIDS TO LAUNCH THE A.B.C MURDERS AS THEIR FIRST AGATHA CHRISTIE ADVENTURE GAME

<http://www.anuman-interactive.com/en/press/microids-to-launch-the-a-b-c-murders-as-their-first-agatha-christie-adventure-game/>



Paris, November 17, 2014.

Publisher Microïds reveals the first screenshots of "The A.B.C Murders", the new video adventure game inspired by Agatha Christie's novel of the same name.

Following extensive graphics research, the game - which is part of Microïds adventure game catalogue - has been developed with a very distinctive visual style. While remaining faithful to Christie's Poirot and his typical environment, "The A.B.C. Murders" brings a modern touch never before seen in a video game adaptation of Agatha Christie's novel. In addition to these exciting new visuals, players will find all the essential ingredients of a Christie mystery.





Work in Progress

"THE A.B.C. MURDERS" IN A NUTSHELL

When playing "The A.B.C. Murders", the gamer becomes Hercule Poirot, the most famous of Agatha Christie's detectives.

He or she will have to solve one of the most intricate cases the Belgian investigator ever faced.

In a 3rd person perspective game, the player will have to collect clues from the crime scene, check alibis and confront witnesses and suspects to catch the serial killer known only as A.B.C.

The story starts with Hercule Poirot receiving typed letters signed by A.B.C. giving the date and location of the next murder. A.B.C. is working his way through the alphabet, leaving an ABC railroad guide with each victim: Alice Ascher is a tobacco shop owner killed in her shop in Andover,

Betty Barnard is a flirtatious waitress killed in Bexhill and Sir Carmichael Clarke is a wealthy man killed at home in Churston. Why would A.B.C. write to Poirot instead of the Scotland Yard or any reputable newspaper?

With Britain panicking, the fate of the nation is now in the player's hands!



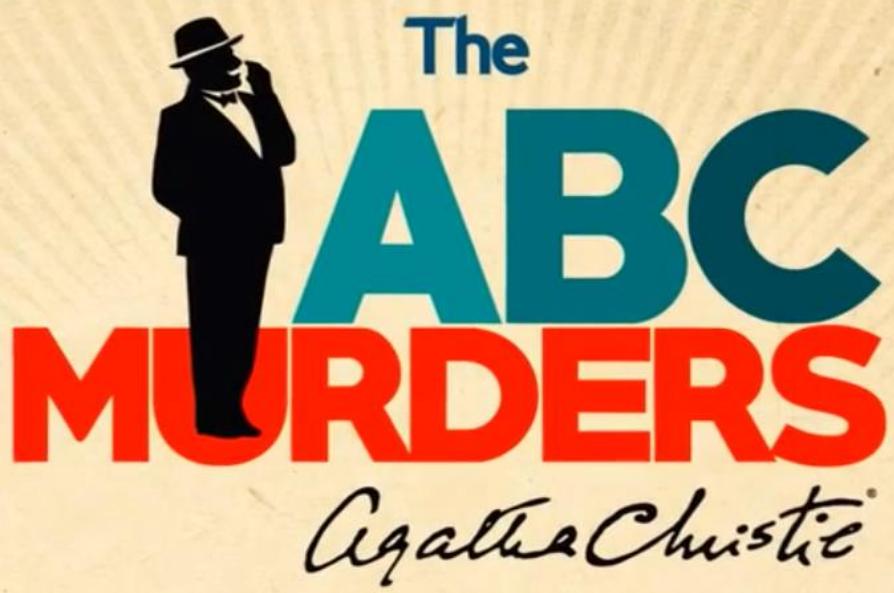
According to Guinness World Records, Agatha Christie (1890 – 1976) is the most successful novelist of all time. Known as the Queen of Crime, she specialized in locked room thrillers and classic whodunit mysteries. Her 66 novels, 154 short stories and 20 plays have been translated worldwide into over 50 languages. And Then There Were none, Death on the Nile and Murder on the Orient Express are just some of the many titles that have been adapted for film and TV.

The A.B.C. Murders adventure game is due to be released in 2015 on PC, Mac, PS4 , Xbox One, iOS and Android in English, French, German, Italian and Spanish.

News: 24. Februar 2015

Teaser online:

<https://www.youtube.com/watch?v=NRiqaj9mcw0>



Locke

Update: 25. Februar 2014