

THE ELDRITCH CASES DAGON

<http://orderofdragon.com/the-stars-are-aligning/>





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H.P. Lovecraft's Dagon

is a horror Point&Click adventure based on
H.P. Lovecraft's Cthulhu universe.

Escape from Dr. West's Hospital, explore the eerie
town of Innsmouth and get behind the secret plans of
the Esoteric Order of Dagon!

H.P. Lovecraft's Dagon

is developed using the Wintermute Engine

(<http://dead-code.org>)

and currently planned for Windows PCs and Macs and
will initially be available in **German** and English.

The game will feature 2 playable characters, plenty of
lovely locations like morgues, graveyards and
Innsmouth's famous sewer system and interactions
with a colourful array of lovely townsfolk.

Meldung: <http://www.indiedb.com/games/hp-lovecrafts-dagon>

H.P. LOVECRAFT'S DAGON

News: 20. Mai 2013

A lot!

I'm currently very busy finishing the first characters and cleaning up the scenes from the promo screenshots so that they are usable as actual games scenes in the engine, furthermore works on the video for Kickstarter have begun, so hopefully I can start the campaign in a couple of weeks.

The will feature roughly 15 characters (including the two playable protagonists) and 40 scenes.

There's also potential good news on the technical front: While the Wintermute Engine I'm using for H.P. Lovecraft's Dagon has native support for Windows, Mac and iOs only, the scummVM team is working on support for Wintermute, and it's currently looking very good.

What does that mean?

ScummVM is available for a broad range of platforms, so in case Dagon is compatible with the ScummVM port in theory it should be possible to port Dagon e.g. to Android and Linux – this is not confirmed yet now, but I'm already mildly excited 😊

And as a little reward for reading through this, here is a new teaser image



H.P. LOVECRAFT'S DAGON

News: 21. Mai 2013

**From the developer
Character study: Dr. Herbert West**

I'm currently working on the first character graphics for the game. At the moment I am working on the main villain, Dr. Herbert West, whom you might know from movies like Re-Animator, Bride of Re-Animator as well as Beyond Re-Animator.

So, without further ado, please let me introduce to you

[Dr. Herbert West, Re-Animator.](#)



Not a very nice guy.





Release: Sommer 2014



Filmtrailer:

<http://www.youtube.com/watch?v=-yAnVNy27co>

[http://de.wikipedia.org/wiki/Dagon \(Film\)](http://de.wikipedia.org/wiki/Dagon_(Film))



News: 09. Juni 2013

Hallo!

**In letzter Zeit habe ich nicht viel geschrieben.
Im Moment bin ich damit beschäftigt eine spielbare
Demo für meine Kickstarter-Kampagne anzufertigen!**



News: 19. Juni 2013

<http://orderofdagon.com/facts-concerning-the-technology-used-for-h-p-lovecrafts-dagon/>

News: 29. Juni 2013





News: 22. August 2013

Erste Schritte:

https://www.youtube.com/watch?feature=player_embedded&v=FhV-XUXfHog

News: 16. September 2013

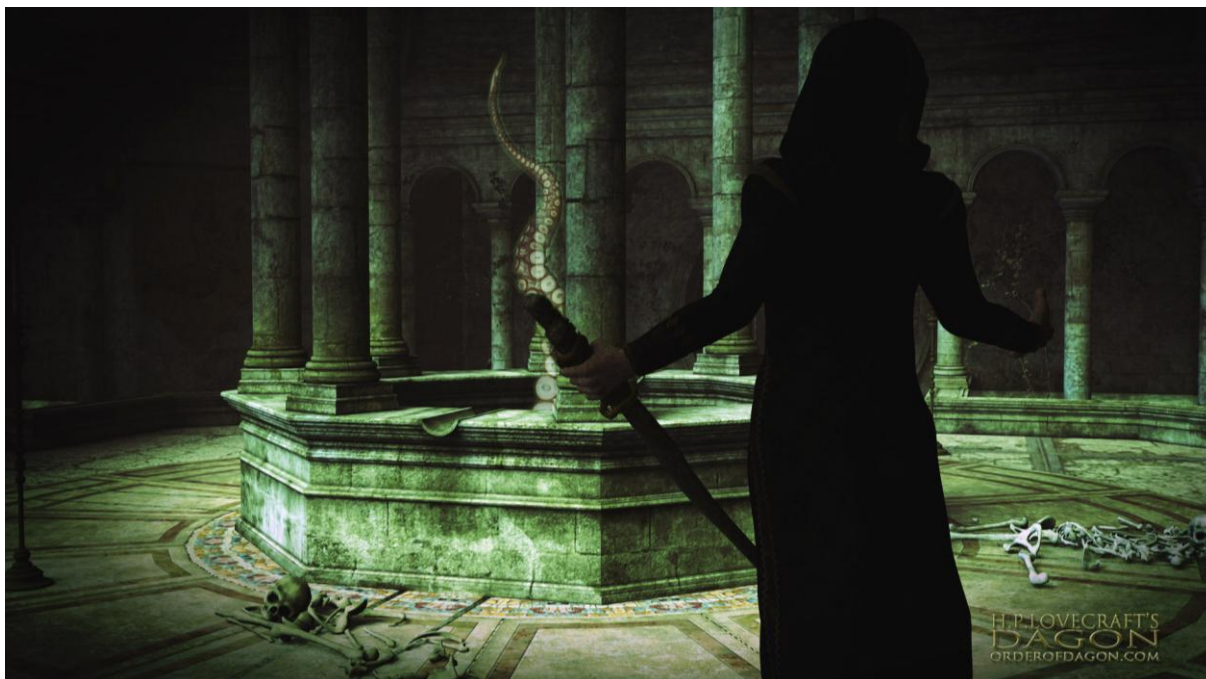
New Screens:





News (17. Februar 2014)

**Hi folks,
it's been a while, but I've not been lazy!
Well, not the whole time at least.
I've got two new screenshots for your delight.
One shows Innsmouth's leafy graveyard, where people come to
find some peace and quiet (that doesn't work, trust me) and
the other one ... is a secret for now.
Also, if you don't do already, you should all watch True
Detective, because it's awesome.**



News: 14. April 2014

Hi folks,
I have some news to announce:
I have renamed the game to

The Eldritch Files: Dagon

This is a better reflection of what I have in mind for the future.
It will hopefully also make it easier to find the game with
Google :-)

There is also a second news item lurking in the shadows, I will
announce this when the stars are right ...

THE ELDRITCH CASES DAGON



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THE ELDRITCH CASES DAGON

News: 16. April 2014

Dear friends,
after nearly a year of preparation and teasing, the time has finally come to go the next big step in the journey of The

Eldritch Cases: Dagon

Today I launch the long announced Kickstarter campaign.

The money I hope to raise there will help me to create the game that I'm working on and dreaming of for a very long time now, and with your help and support I am sure I can reach this goal!

Please have a look at the campaign page, and if you think that this is a game you would enjoy yourself, maybe consider supporting it.

And please feel free to share the link in your social networks, with friends, family, coworkers, or walk up to random strangers in the streets and tell them about it!

This is especially effective when you hold a sign with e.g. a random bible verse (Like "John 5:23") or a catchy slogan like

"The end is nigh" or ... ah ... sorry, I got carried away.

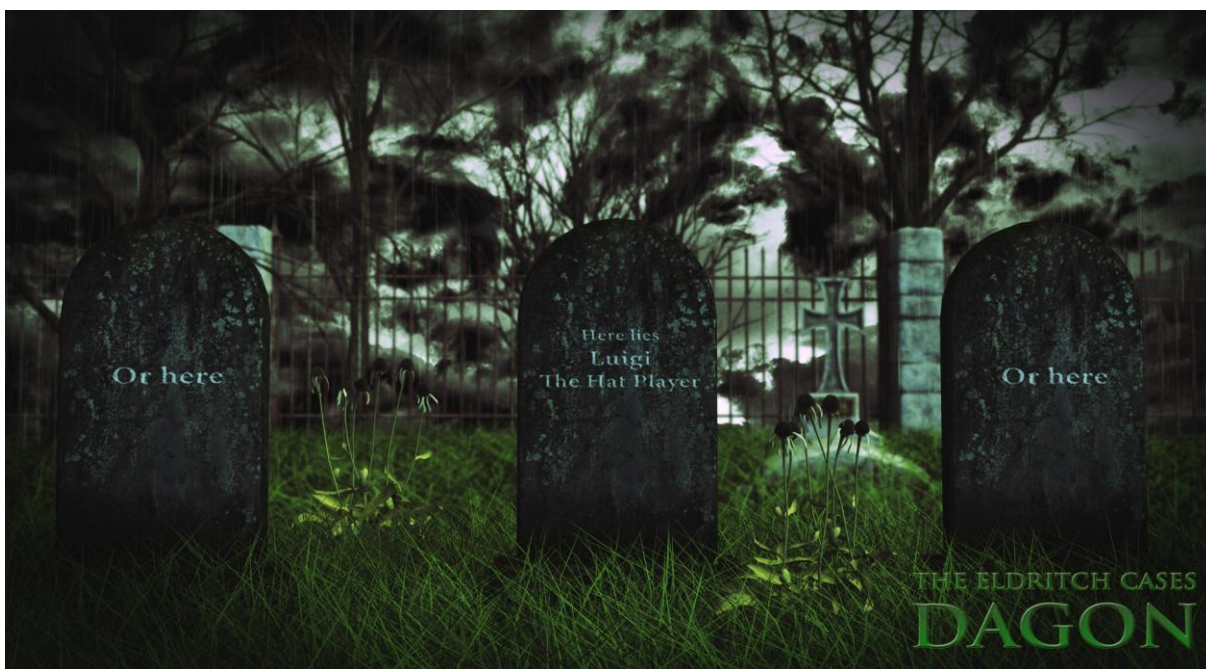
So, without further ado, here is the link to the campaign:

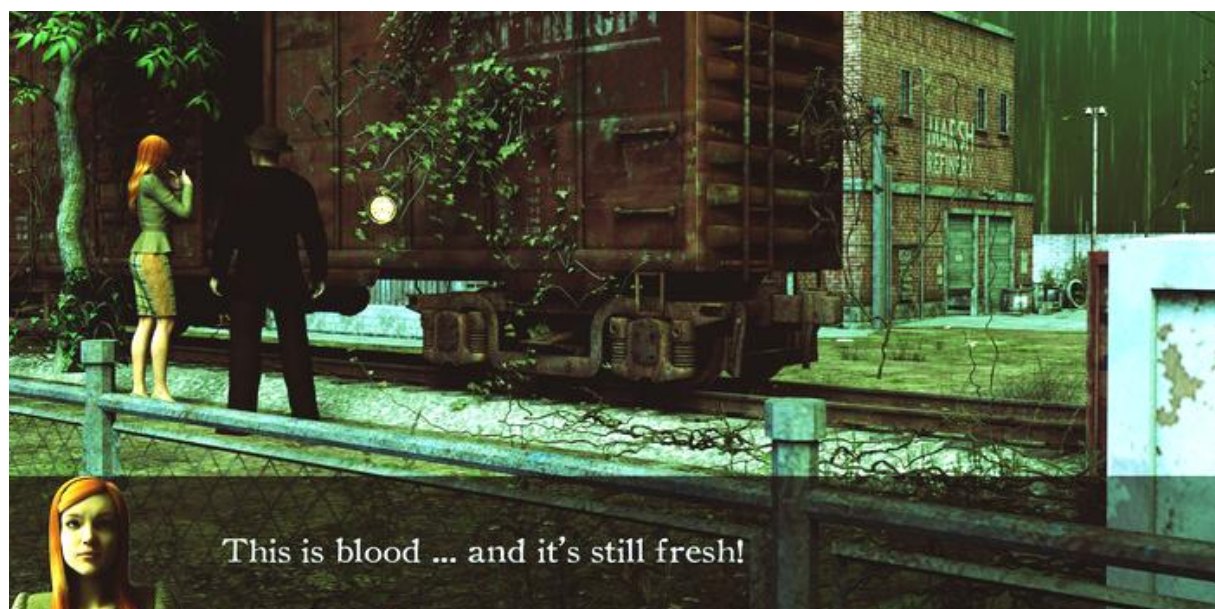
<https://www.kickstarter.com/projects/1819174432/the-eldritch-cases-dagon-a-lovecraftian-horror-adv>



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THE ELDRITCH CASES DRAGON



iOS



KICKSTARTER

£10,286

**pledged of £20,000 goal
7 days to go**

Hallo Freunde

Ich wollte die Haupt-Website etwas häufiger während der Kickstarter-Kampagne zu aktualisieren, aber es war einfach zu viel Zeug, um die ganze Zeit zu tun.

Heute ist die letzte Woche beginnt, die Kampagne Ende am Freitag, dem 16. auf 18.00 BST.

Wir haben mehr als 50% des Ziels, das ist toll erreicht, aber leider nicht genug, so dass die endgültige Woche brauchen, um eine echte Push bringen.

Wenn Sie das Spiel nicht gesichert haben, noch nicht, aber möchte sehen, es Wirklichkeit werden, beachten Sie bitte die Sicherung, selbst kleine Mengen helfen, eine Menge!



www.adventureinsel.de

Locke

12. Mai 2013

Update: 09. September 2014