



## The Adventure Segment

Best rated adventure game of the year (PC, PS2, X-Box),  
Best ever rated adventure game on PS2;  
Best ever rated adventure game on X-Box ;  
2<sup>nd</sup> best ever rated adventure game on PC ;

## The overall 2005 games market

23<sup>rd</sup> best rated game of the year on Playstation 2;  
22<sup>nd</sup> best rated game of the year on X-Box;  
16<sup>th</sup> best rated game on PC.

Source: *Gamerakings.com* edited 31/12/2005, all games 30 reviews and more

**INDIGO PROPHECY – FAHRENHEIT**  
***What the critics said – top 30***



100/100

***Times Online***

A completely engrossing game, designed for the patience of adult players, that will stand up to an almost infinite number of sessions. It's a technically marvellous achievement by David Cage.

100

***Gaming Age***

Indigo Prophecy is unique, artistic, immersive and beautiful. There's no reason in the world why any self-respecting gamer shouldn't have this game in their collection.

95

***GamingTrend***

I cannot stress enough how incredibly great this game is. The storyline, the graphical style and movie-like scene-shifting, the incredible score, the voice-acting, it's all top-notch.

93

***IC-Games***

Fahrenheit features a fascinating, ever evolving storyline that really does change in real time depending on your actions.

92

***Amped IGO***

Indigo Prophecy may not have the technical backings of a winner with its dated graphics and strange control scheme, but everything else screams classic.

90

***Jolt Online Gaming UK***

A truly extraordinary game, and easily one of this year's landmark titles. Evocative, unique, original, atmospheric and gripping – most contemporary releases struggle to lay claim to just one of Fahrenheit's strengths.

90

***eToychest***

In all, the game is fantastic – absolutely the best graphic adventure title of the year – and is a game others should aspire to in many ways.

90

***TotalPlaystation***

I pray this is the direction adventure games are going. The production values and attention to detail recall classics like Blade Runner, and not since that game have I wanted to live in a world like this. Buy this game.

90

***Thunderbolt***

David Cage and the team at Quantic Dream have accomplished what they set out to, producing a game that integrates narrative and gameplay so tightly that they almost seem inseparable... Undoubtedly one of the finest adventure games of this or any generation.

**Pelaaja (Finland)** 90

Fahrenheit heralds the renaissance in adventure games. The puzzles are logical and use common sense. The cinematic feeling, excellent voice acting, gripping action sequences and excellent audiovisual elements complement the tightly woven plot. The story and scene's change according to the players choices and actions, which has often been talked about, but rarely implemented as well as in Fahrenheit. The game proves that adventure games are not dead, they just needed to find a way to adjust.

**TotalGames.net** 90

Well, now Fahrenheit is here in all its understated, slow-burning glory; and chances are most gamers will probably be blissfully unaware that the adventure genre has changed for the better in Quantic Dream's latest masterpiece.

**Total Video Games** 90

Those who won't look at a game unless it's got big guns and lots of mindless goons to destroy will likely detest Fahrenheit and wonder what the fuss is all about; however those who'd like to glimpse how videogames can become an effective means to telling stories and interacting with them will find one of the surprising contenders for Game of the Year.

**AceGamez** 90

One of the most fresh, exiting and original games to come out for a long time; it's well presented, sounds great and offers something completely new. There are even a few sex scenes!

**Pelit (Finland)** 90

The game itself is quite simple and short, but the story folds out in a great way. One of the best games of 2005 so far.

**GameZone** 90

The incredible story had me guessing until the end, and once it was finished, I immediately began my quest for the different endings.

**BonusStage** 90

The game starts out kind of like "The Twilight Zone" meets "CSI," but then it turns into The "X-Files" with some "Matrix" undertones.

**Games Radar UK** 87

Unique, and only the fact that it won't be every player's idea of fun (walking, listening, talking, mashing sticks...) holds it back. But to pass up on such a powerful experience based on preconceptions of 'boring adventure games' would be a very big mistake.

**Electronic Gaming Monthly** 87

The adventure genre (hell, the industry in general) should take notes. If your mind's open, let this one in.

**Next Level Gaming** 86

Solid graphics with a consistent feel, one of the best story presentations I have seen in a game since the original Half-Life, mixed all together with a variety of puzzles and changing environments combine to make a knockout of a title.



85

**Worth Playing**

It's only awkward because it's stretching old and tired muscles in new and interesting ways, however, and for the people it resonates with, I predict this game will become quite the cult classic.

85

**PSX Extreme**

A good game and I feel that it is worth the money. It could use a lot of brushing up in certain areas, but considering its characters, dialogue, and sense of atmosphere, Quantic Dream has delivered a game ultimately worthy of the genre.

85

**Game Power Australia**

Insofar as it successfully marries an innovative and intuitive interface to the telling of that story, it is not a difficult game to recommend.

85

**Gaming Target**

Adventure game lovers will not be disappointed by the game play elements, and fans of "Shenmue" will find plenty to like here.

85

**Stuff**

And yet there's still something here that kept us playing to the end. Can't quite put our finger on it...ah yes, now we remember what it was: This game has a story that's almost too damn good for a video game.

85

**PSM Magazine**

The rare game that, while not perfect, entertains, immerses, and inspires, all the while forcing you to rethink what a "game" is. We have nothing left to say but "Kudos."

84

**GameSpot**

Developer Quantic Dream's Indigo Prophecy is a game that actually gives cinematic gameplay some context, as well as some real heartfelt meaning.

84

**IGN**

For anyone craving a new, twisting suspense story with a little action mixed in, you'll definitely come away with Indigo Prophecy as a satisfied gamer, and will remember it for a long while after.



## INTERNATIONAL AWARDS BREAKDOWN

### **E3 Game's critics choice award 2005**

*Runner-up, most innovative game of the show*

### **Game Convention Leipzig 2005**

Most innovative Game of the show

### **GDC Awards 2005 (IGDA)**

*Nominee, Best writing, David Cage*

### **GameSpot video game awards 2005**

Best adventure game of the year

Reader's choice award – Best adventure game

Best game story

*Finalist, Best Original Music*

*Finalist, Best voice acting*

*Finalist, Most innovative game*

### **IGN video game awards 2005**

Best PC adventure

*Runner-up, Best adventure game PS2*

*Runner-up, Best Story PS2*

*Runner-up, Best adventure X-Box*

### **GameSpy video game awards 2005**

Best adventure game PC

Gamer's choice award, Best PC adventure

**As well as more than 15 other national awards from around the world for best Playstation 2 game of the year, Best Adventure game and/or Most innovative game of the year 2005**

