

The Deaf Mute Girl in a Pretty White Dress is an autonomous character who evolves throughout the game in response to the behaviour of the player.

## WHILE Beauty SLEEPS...

young girl becomes trapped in a luxurious palace surrounded by a thick forest. Everyone in the palace is asleep. They should have woken up by now. The Prince should have come by now. But the Princess is in no condition to meet him. Assisted by a Wicked Fairy out for revenge, eight unworthy princes have penetrated the forest and disrupted the magic that once protected the sleeping court. The power of the spell is fading. The forest branches are growing, the palace walls are crumbling...

"8" is a poetic entertainment title that offers peaceful and playful non-linear interaction with a continuously evolving immersive environment and a mysterious and charming autonomous character.

- An original scenario based on Sleeping Beauty folktales from around the world.
- Fully accessible game world with a player-controlled camera.
- Autonomous main character with evolving behaviour influenced by the player.
- Eight magical spells for complete transformation of the environment.
- Unique aesthetic inspired by orientalist painting.
- Peaceful and non-competitive gameplay.
- Immersive gaming experience with no language, no menus, no levels, no scores.

Designed and directed by Auriea Harvey & Michaël Samyn Developed by Tale of Tales Platform: Windows XP or 2000 & DirectX 8.1+ Tentative release date: Autumn 2006 Target age group: 15- & 25+ Target gender: mixed

TALE OF TALES

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Together with the girl, you will restore the sleeping palace to its former splendour and save the beautiful princess and her court.



Use 8 unique spells to help the palace sleepers, solve puzzles and defeat the Wicked Fairy!

In the form of a parasite plant, the Wicked Fairy destroys everything in her path.



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