

## Penumbra: Requiem released for Mac and Linux

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Frictional Games is happy to announce the release of Penumbra: Requiem for Mac & Linux. The puzzle expansion for Penumbra: Black Plague is now available through our online store. Requiem is a puzzle expansion for Penumbra: Black Plague. The game contains numerous physics based puzzles, spread out over 9 levels with unique settings.

Helsingborg, Sweden - Frictional Games is happy to announce the release of Penumbra: Requiem for Mac & Linux. The puzzle expansion for Penumbra: Black Plague is now available through our online store at \$9.99 (USD) Driven completely insane from creating the Penumbra games, Frictional Games is offering all three Penumbra games as a collection at a horrific price of \$35 (USD). This offer is available through the online store and is for Mac & Linux only.

Penumbra: Requiem has previously been released for Windows by publisher Paradox Interactive. Paradox Interactive is set to release a Penumbra: Collection for Windows in Q1 2009.

In related news, AIKA - an orchestral soundtrack, narrative and graphics project was released last Friday. This soundtrack was created by, among others, Penumbra musician Mikko Tarmia and writer Tom Jubert. Be sure to take a look at AIKA as much of the greatness in the Penumbra series comes from the music and story. To spice things up even further, Tom Jubert is nominated for "Best Videogame Script" at this years Writers' Guild Awards 2008 to be held at BAFTA on Sunday 23rd November. We wish him all the best of luck.

### About Penumbra: Requiem

Requiem is a puzzle expansion for Penumbra: Black Plague. The game contains numerous physics based puzzles, spread out over 9 levels with unique settings. The expansion pushes the graphics capabilities of the game as far as it can - while creating the most detailed and dreading environments yet in a Penumbra game. The expansion gives extra details to the characters from previous Penumbra games, taking peeks into their final moments of insanity.

### About Penumbra Series

Is a first person survival horror series of games, emphasizing on survival and problem solving in favour of mindless violence and gore. Played from a first person perspective and powered by a 3D engine utilising cutting edge technology, Penumbra is a substantial advancement of the genre. The unique physics system allows for true environmental interaction in a way not possible in other games. The player can open drawers, pull levers, pick up objects and now manipulate those objects in 3D space - all using natural mouse movements, creating a highly interactive and immersive game world.

Penumbra will put players on edge like never before as they explore ominous and mysterious environments, the unknown awaiting them behind every corner. The world is detailed both in terms of graphical fidelity and narrative character - Penumbra is a horrific experience that will grip players from its opening thrills to it chilling denouement.

Penumbra: Requiem:  
<http://www.penumbrarequiem.com>

Penumbra Series:  
<http://www.penumbragame.com>

Frictional Games:

prMac: Publish Once, Broadcast the World :: <http://prmac.com>

<http://www.frictionalgames.com>

Purchase:

<http://store.frictionalgames.com>

AIKA Soundtrack:

<http://www.thesoundoffiction.com/AIKA/>

Frictional Games is a small independent developer located in the south of Sweden. Develops original horror games using in-house developed technology with unique physics features, allowing for interaction capabilities not available from any other developer. Currently developing the next generation of technology and tools to power a new survival horror series of games.

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