

enComplot

PRESENTS

THE WEIRD STORY OF WALDEMAR, THE WARLOCK

A new adventure game with vintage horror and comedy is looking for funding through Kickstarter

enComplot has launched its crowdfunding campaign for **The Weird Story of Waldemar The Warlock**. A classic point and click adventure game that aims to bring back some of the essence of the vintage horror genre with a story about tormented writers, curses, vengeance coming back from hell, and a big helping of comedy and irony to accompany it.

This adventure is set in the fictitious region of Grodavia, once ruled by a cruel and fiendish feudal lord called **Waldemar Gorobec**, who was accused of necromancy and burned at the stake centuries ago. The game's protagonist, Lord Alistair Ainsworth, a self proclaimed historian and occult enthusiast, is so obsessed by his research into the life of the mythical warlock that he decides to travel to Grodavia and set up his living quarters at the sorcerer's old abode. Nigel, his loyal butler, accompanies him. Soon, both of them are up to their noses in the dark secrets that haunt the old castle and engaged in a battle with supernatural forces that threaten their lives and their sanity...

FEATURES

- **Will you become an ally to the forces of darkness, or will you fight them?**

You don't have to choose just one!

Two completely unique paths to take, each with new situations, puzzles and characters, so you can play the game more than once and explore both the hero inside you and the evil lurking in your innermost soul...

- **A fun and horrific experience ...**

Execute long planned vendettas, practice arcane rituals, communicate with the dead, unravel ancestral mysteries! Imagine the truculent darkness of Poe or Lovecraft taken to the realm of comedy... you are imagining **The Weird Story of Waldemar, The Warlock** !

- **An adventure game that will engage your ingeniousness without trying your patience**

Activate your lateral thinking with the challenges woven into the story, without minigames or other fillers that distract you or hinder your progress along the path of the story. We have determined to design a game that flows smoothly, with several different plot lines that bring variety, with richly multidimensional characters, powerful dialogues and evocative descriptions that help immerse the player in the atmosphere of the game.

FOR MORE INFORMATION, VISIT OUR KICKSTARTER PROJECT:

<https://www.kickstarter.com/projects/encomplot/the-weird-story-of-waldemar-the-warlock>

OR OUR DEVELOPMENT BLOG:

<http://waldemarthewarlock.com/>

[Demo for Pc & Mac](#) | [ZIP package with artwors, screens, logos...](#) | [Facebook](#) | [Twitter](#) | [G+](#)
[Youtube](#) | [Steam Greenlight](#)

About enComplot

We are a small team who have made the gratifying and terrifying choice to do what they have always dreamt of doing: to gestate their own project from scratch. We have learned a lot working in movies, advertising and video games , and now we want to put all of our experience, learning and enthusiasm to work for this project and reach a result that will make us feel fulfilled, satisfied and proud.

