Software and published by Virgin Interactive Entertainment. It was initially released for DOS and Amiga. Underworld was its working title.Th game was t second to use Revolution Software's Virtual Theatre engine, the first being Lure of the Temptss. ge' backgrounds and introduction sequence were designed by Dave Gibbons. The introduction sequnc was also included as a separate promotional comic book in some releases of the game. early 1990s. This, in part, i rlated to the mature scin fiction theme tht was chosen for this game as compared to oter games of he sme era where fatasy themes (a a Kg's Quest) had been dominant. Som ritics have atriuted this ifferenc to the different visions f he dventure ame genr betwee America and European developer. advenur game in the cybrpuk genre. I featured comedy lemns and was dvelopd by Revolu is consieed to b among the true clasics in the early ra of graphic adventure gams for

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