

By: [Cajal](#), Games Editor

## **Belief & Betrayal Goes Gold**

### *Lighthouse's adventure ready for your PCs*

Lighthouse Interactive has announced that their latest [adventure](#) title, *Belief & Betrayal*, has reached gold status and it is ready to be distributed in Europe and North America. The States will see the game sooner, as it often happens with video games, on the 10th of June this year, while Europe will have to wait ten more days in order to get it. The story follows young journalist Jonathan Danter who discovers that a murder which took place ten years ago is connected to present things and, in fact, it could be the key to a mystery that threatens to destroy humanity itself. Of course, you will have to save the entire world, but won't regret embarking on such a quest: you will travel to exotic locations from Venice to Rome or Vatican, you will search under the beds (and don't take it literally) of some of the most powerful leaders across the world and last, but not least, you will have to uncover a mystery that reaches back through history from 1194 A.D. to the time Judas received 30 pieces of silver to betray Christ. "After an extensive period of testing, the English version of *Belief & Betrayal* has been optimized to satisfy the expectations of Adventure gamers," said Erik Schreuder, CEO of [Lighthouse Interactive](#). "*Belief & Betrayal* was released in France, Germany, Austria and Switzerland experiencing much success. Now it is time for gamers in English speaking territories to enjoy this intriguing Adventure game." The game features three playable characters you'll have to control in order to solve the mystery, mind-boggling codes and quests will really need all your attention if you want to solve them. There are also stunning, historically accurate environments for you to relax in afterwards. This game that will soon hit the stores promises that you'll need to use the memories and thoughts of the intriguing cast of characters to solve puzzles and expose dark mysteries. Hopefully, this doesn't mean not-skipable cutscenes.