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Not exactly eye-candy yet

[Get Ready to Become the Protector](#)

Intense action and stealth brought to you by Polish devs

Whenever a newly formed developer announces a big project, you tend to take the news with a grain of salt, while praying to God to let the devs do their job as they should - flawlessly. But until we really get the chance to test the product, let's learn more about the facts: Gingerbread Studios, a new Polish developer, have announced their first/third person shooter The Protector for PC systems and [Xbox 360](#) consoles. Although there are no hints regarding the release date, lots of details about the story and gameplay are presented - just enough to keep us asking for more. The Protector comes with a really entertaining storyline: two former lovers (a British mercenary and an archaeologist) are reunited after a two-year-long break, following the death of the girl's father. Jonathan Kane, the British mercenary, had no intention to meet Jennifer Guile (the archaeologist) again, but since she remains the only person in the world who knows the location of a powerful ancient artifact, his plans change a little. So, thrown together in extreme circumstances, the nice duo must overcome their differences and use their unique skills to survive and be the winners at the end of the day. As you can probably imagine, two characters mean two main types of play: [tactical shooting](#) and stealth and each of these two game modes promises to be extremely entertaining. For example, the developers of The Protector explain that the physics of the game is extremely well implemented and not only you will be able to shoot and destroy anything on the battlefield, but you'll also be able to shoot through thin walls, which adds a plus of tactical thinking. Also, you can shoot the weapons from your enemies' hands to force them to run for cover or try to reach for a sidearm or just wait in darker areas for them to come - when it's dark, it's nightmare time (for them)! All in all, as you can see, The Protector already promises to be a great title and we truly hope it will. We're waiting for more info, though and we'll keep you updated as well.