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More horror

[More Details About Penumbra: Requiem](#)

Scarier and darker

Frictional Games co-founder Jens Nilsson thinks that horror adventure games have an appeal that will always draw in gamers, even if the market is a niche one. He also thinks that Penumbra has got quite a few more tricks up its sleeve, tricks that will be revealed when the game launches during the summer. Jens talked to IGN to offer more insight on the expansion to Penumbra: Black Plague, which is called [Requiem](#), and to detail the way Frictional Games approaches game development. The company itself is small and focuses on quality more than on quantity. Because they don't require a lot of resources to make a game, they can get a good return of investment even if a minority picks the game up. When asked about the financial success of the Penumbra games, Nilsson replied that "They [the sales] have gone okay. It's not a financial success with tons of money but we manage". He also detailed the reasons for making another game set in the same universe "We thought that there's quite a bit of story left to tell. The main idea with Requiem is to give the players - those that have played both games and want to get more... they're going to get more details and more in-depth about the characters that they met in previous games. The other thing was that we wanted to make a concentrated puzzle game, so it's going to be much more based on having lots of fun puzzles. It's an atmospheric game but very puzzle-based". The [H.P. Lovecraft](#) horror stories seem to have been quite a bit of an influence on the developers, as they create the universe in Penumbra and the adventures that Phillip must go through in Greenland. Nilsson acknowledges that old school horror stories were a big draw to the team and says that they even paid homage where homage was due by revealing that "the game engine is called HPL, so I think that's a hint". When talking about a yet unannounced project that they have in production alongside the expansion, Jens Nilsson was a bit secretive and willing only to reveal that "We're absolutely trying to stay within this horror genre. It will be Penumbra-ish but it won't be a Penumbra game". The game should have more depth and more of a universe than the Penumbra games.