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Anacapri - The Dream  
in-game screens

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## [PC - Anacapri - The Dream - 50 Hours of Puzzles, Myth and Legends](#)

*First person point & click adventure game, set in the upper regions of Capri island*

Adventure's Planet SRL, a company operating in the field of publishing and distribution of adventure games, has recently announced its publishing deal with S&G Software to distribute "Anacapri - The [Dream](#)," a new first person point & click adventure game, set in the upper regions of Capri island called Anacapri. Anacapri the Dream is an adventure game set on the island of Capri. You are Dr. Nico N, an expert of the ancient civilizations, who has been invited to Anacapri to accomplish a very difficult task: find the extremely powerful, but malicious Obsidian Disk. However, what an Obsidian Disk is and why it is so dangerous remains for you to see when you play the game. I don't want to spoil the story for you. The only important detail I'm letting you in on is that you will soon find out that the word "illusion" has its definition within the game. You'll also learn a great deal about the mythology, literature, legends and history of the island of Capri, interacting with real townspeople, legendary and historical Anacapri characters (famous doctor and writer Axel Munthe, philosopher Gunnar Adler-Karlsson), as well as several mythical characters such as Nereus, [Poseidon](#), the Siren and the Nereids. Anacapri the Dream also has alternate endings. Here are the game's main features, providing players with 50 hours of gameplay to say the least:- An intriguing story mixing history, myths and legend;- Dozens of puzzles perfectly embedded in the story line;- More than 40 characters (present and past) to interact with;- More than 8000 full screen pictures of the island;- Superb animation movies;- Original soundtrack composed by Silvio Savarese;- "Walking mode" - visit the entire game area as a tourist; The game will be published worldwide by Adventure's Planet, except for the US and [Canada](#). Scheduled for the first half of June, 2007, the initial release will feature English and Italian versions.