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## [The Secrets of the Immortals Will Come to PCs](#)

*Benoît Sokal is working on a new adventure game*

When you have three successful novels and one hit movie released, it's clear you have to go even further in order to maximize the income. It seems that Got Game Entertainment is of the same opinion, since it has announced a deal to publish Nikopol: Secrets of the Immortals on PC systems, sometime during August 2008, for a suggested retail price of \$29.99. Having in mind that the title is being developed by White Birds Productions, the company created by legendary Benoît Sokal, we can already say that we're waiting for an A classic point and click [adventure](#). Still, we might be wrong, at least as far as the "classic" part goes: judging from the screenshots, it appears that we'll receive a first person adventure game from Benoît Sokal (his first after history-making titles like Syberia and [Sinking Island](#)). Nikopol: Secrets of the Immortals will take us to a futuristic Paris, where a son searches for his father. Everything will turn out to be much harder than anticipated - as it happens with all of Sokal's games - since politics and real life are merged in Nikopol and, even more, a conspiracy is about to take place: Paris, in 2023, is ruled by a power-hungry dictator who created a Berlin-like wall that separates the fascists from the liberals. Even though our character, Nikopol, only wants to free his father (an astronaut frozen in space a long while back), things get more complicated once he sees a floating pyramid inhabited by Egyptian Gods hovering above the city. OK, maybe this is not the classic story we'd expect to see from Benoît Sokal, but we can only applaud the fact that he tries something different and we're sure he is able to turn the story into a real hit, just like the novel that inspired it. But we'll get to find out for sure this fall, when the game gets released exclusively on PCs.