

18th November 2022

THE
DARK PICTURES ANTHOLOGY

THE DEVIL
IN ME

GRUESOME

TALES OF

BLOODY

MURDER

ONLY
ONE
PENNY

TALE OF THE MURDER CASTLE

WELCOME TO THE DARK PICTURES

THE FIRST SEASON IS AT AN END

The Dark Pictures Anthology is a series of standalone, cinematic branching horror games where the decisions you make in the game determine the story and the outcome you receive.

The Devil in Me is the fourth game in The Dark Pictures Anthology and the Season One finale. Discover the characters you'll be playing, the setting, what's influenced this game, and some of the exciting new features that we're bringing in this new installment.

A NEW CHILLING NARRATIVE ADVENTURE

A small TV production company, Lonnit Entertainment are making a series called Architects of Murder about famous American serial killers. The final episode of that series is about one of the most infamous in American history - H.H. Holmes, and the show needs to be spectacular because getting a second series depends on it. The problem is they've run out of money, ideas, and content... But out of the blue, they get a call from mysterious person called Granthem Du' Met, who introduces himself as a wealthy architect and collector. He has something they may be interested in: a hotel he's inherited from an elderly relative who had an obsessive interest in serial killers and H.H. Holmes.

Many of the rooms in the hotel are accurate reproductions of H.H. Holmes' murder castle. There are a few pictures of the exterior of Holmes' murder castle, but no-one knows what the interior was like, so it's an

incredible piece of luck for the Lonnit film crew. This is the perfect content they need for their documentary to be successful. They agree to Mr. Du' Met's rules about secrecy, hand over their phones and travel to the hotel's remote island location. Upon arrival, they are amazed at the scale of the replica and it appears to be everything they wanted it to be. The second series is in the bag!

The hotel is the perfect set for their new episode, but things aren't quite as they seem. The crew discover they're being watched and even manipulated, and suddenly there's much more at stake than just their ratings...



EXTENDED GAMEPLAY FEATURES

This Season One Finale introduces some significant gameplay improvements. In all the Dark Pictures games, players have been encouraged to explore the world they find themselves in, and to discover its secrets. We've taken that a step further now by adding a suite of new exploration actions which enhance and enrich that experience.

As players tread the detailed and creepy corridors, the dark rooms and terrifying environment of The Devil in Me, they will be able to interact much more with the world about them. They'll be able to find places they can climb onto, or over to reach areas that would have otherwise been inaccessible. They can squeeze through tiny spaces to reveal hidden rooms, shimmy along ledges, and jump over gaps. They can balance over narrow beams or fallen trees. They can push and pull objects like boxes around to help them create new paths through the world and when there's danger present, they can hide from it. Characters can now run as well as walk so that you can explore at your own pace.

This makes for a completely new exploration experience in the Dark Pictures series, but one that is familiar to gamers. It's about giving players the freedom to find their own path and to get to know the levels that our teams have created while also working seamlessly with the core Dark Pictures gameplay that our fans love.

The second big new feature is a simple inventory with tools that the characters can find and use to help them survive the night.

As a businessman, Charlie carries a business card, but he's not above using it to prize open latches on drawers that he shouldn't really be opening.

Mark has a camera that he can use to gather evidence of the crimes they uncover.

Kate's reporter's pencil is handy for shading over torn bits of paper to find out what was written underneath.

Jamie carries a multimeter that allows her to rewire electrical circuits.

And Erin has a very cool directional microphone which allows her to hear through walls.

Some of these tools can be altered, broken, lost, or given to other characters. How you use them directly impacts the narrative. Sometimes they can save a life... or cause a death.

Finally, we've used these new gameplay systems to create puzzles. It's only fitting that a game that draws inspiration from the maze-like corridors and traps and tricks of H.H. Holmes' Murder Castle should look to create gameplay that also perplexes, confuses and baffles. You'll need to find codes hidden or disguised in the world, untangle antique fuse boxes and find your way out of mazes. So, get your thinking hats on because if you can't work them out, people are going to die. But no pressure!

THE RETURN OF THE CURATOR

The Curator watches everything your characters do and is likely to pass an acerbic comment on how things are going. He is timeless, recording stories of life and death in his own small section of a vast repository containing every story ever told. He's been doing it for thousands of years, he supposes, but he can't remember when he started, or whether there was ever a beginning to what he does. Nothing makes him happier than someone getting horribly killed. He has already told three of the deadly tales on his shelf starting with Man of Medan, Little Hope & House of Ashes and of course, he's back in The Devil in Me, and maybe he'll have a few tricks up his sleeve.



WHO WILL LIVE? WHO WILL DIE?

MEET THE CREW



Charlie Lonnit, the British owner of Lonnit Entertainment and documentary director. Highhanded, funny, pompous, with really poor people skills. He's old school - you don't question the director!



Kate Wilder, played by Academy Award nominee Jessie Buckley. The show's presenter and the rising star of Lonnit Entertainment. Highly driven and articulate, but lacking in self-confidence. Kate approaches problems rationally but doesn't always think about everyone else. She recently split up with Mark who she was living with.



Mark Nestor, cameraman. Relaxed, easy going and pretty happy at Lonnit Entertainment. But he lacks ambition and prefers to let others take the lead. He sees the best in people and wants an easy life without taking too much responsibility. He recently split up with Kate, but he still loves her and believes she still loves him too.



Jamie Tiergan, key grip, handles lighting and electrics. She's been at Lonnit Entertainment from the start. Confident, loud and very funny, she is practical and generous with her opinions. She has fallen for Erin but doesn't know if Erin feels the same way.



Erin Keenan, just started at the company as an intern sound engineer. Insecure and sometimes overwhelmed she has ended up as Charlie's dogsbody. Erin often retreats to her own world when overwhelmed and hates conflict.

They're a great bunch, with strong and well-drawn personalities, each with their unique strengths and weaknesses. And as you'll find in any group of people working together, there are conflicts and support networks. There are things to like or love in all of them, but they also have flaws, weaknesses, things they need to improve at.

Will you overcome the internal rivalries and help them pull together? Or will you do everything to save your favourite and let the others look after themselves? Can a team of ordinary and imperfect professionals survive a lone, murderous genius who considers killing to be a work of art? That's the question that you, the player, are going to answer. As in all the Dark Pictures games, the decisions you make and how you play will have consequences. You can break friendships, make people fall in love, reveal secrets, unlock scenes, and kill people. Each of the characters can live, and each of them can die. The person responsible for that, is you. Beware, the deaths in The Devil in Me are the most gruesome, extravagant, and over-the-top that we've ever done.

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AMERICA'S FIRST SERIAL KILLER



Perhaps you've spotted that all the previous stories draw on something that already exists in the real world, be it myth or historical fact. We love to do that when we're making a new *Dark Pictures* game.

It gives us plenty of reading and watching to do, and it allows fans to speculate on which aspects of the idea we might bring to life. Things being real make our games more believable and scarier. In *The Devil in Me*, our real-world inspiration is a person, a historical character whose name still resonates today.

He was born Herman Mudgett in 1861. He studied medicine at the University of Michigan, specializing in anatomy, and in 1886 he moved to Chicago and changed his name. Here he became Dr. Henry Howard Holmes, or H.H. Holmes in a Chicago suburb called Englewood, here he built a hotel called *The World's Fair Hotel* after the *World's Fair Columbian Exposition* that was happening in Chicago at the time.

H.H. Holmes' hotel was a huge, three-story building, elegant, refined ... and horrific. Guests, lured into that hotel, never found their way out. It was full of secret passages, hidden rooms, trapdoors, bricked-up doorways, cellars with vats of acid and lime pits, strange implements, and deadly contraptions. H.H. Holmes used that hotel to murder people. We don't know how many victims there were. At his trial, Holmes confessed to 27 murders, but there is speculation that the number was much higher. The building became known as *The Murder Castle*.

At his trial in 1896, Holmes said to the judge, "I was born with the devil in me. I could not help the fact that I was a murderer, no more than the poet can help the inspiration to sing." He was hanged in the prison yard, and at his request his body was encased in concrete to make sure that his spirit didn't escape and murder more people. H.H. Holmes was the first American serial killer and one of the most successful. And his ingenuity and dedication to his gruesome task have made him an object of fascination and horror ever since.



EXPLORE THE WORLD'S FAIR HOTEL

Grantham Du'Met:

I'm in a privileged position. I don't need for much. But my time is at a premium. We need to do this today. I'll send a car for you. This afternoon 9pm. Be ready.

Charlie Lonitz:

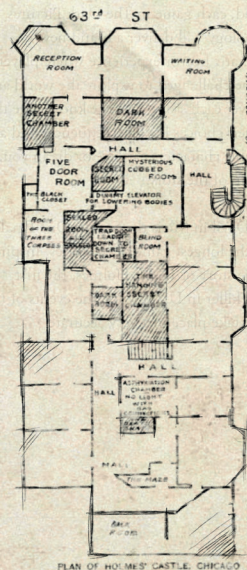
I'm certainly grateful to you, Mr. Du'Met. This all sounds amazing, but... just... I'm waiting to hear what the catch is... No offense.



The hotel setting that the Supermassive team has created is phenomenal. With its faded wallpaper, wood paneling and authentic decorative details, it feels like you've walked straight into the splendor of the 1890s. However, it's not just atmospheric: hotels can be scary places, especially when you're walking down a corridor that seems to lead nowhere, that twists and turns back on itself, or when the lights suddenly cut out and you find yourself all alone.

Our documentary crew also find themselves separated, lost, and a little frightened. Strange things keep happening and they share a persistent feeling of being watched. As things escalate, we discover that Grantham Du'Met's hotel is in some respects, a very accurate recreation of H.H. Holmes' *World's Fair Hotel* AKA- *The Murder Castle*. Located on a remote island, filled with traps, mazes, killing rooms & deadly machines, there are multiple ways to die in the hotel, each more horrific than the last.

You will have plenty of time to get to know the *Murder Castle* and experience the horror and terror that you'll find within its walls since the runtime of the game has been increased. *Man of Medan* and *Little Hope* ran to around 4 to 5 hours. *House of Ashes* was a little longer, but *The Devil in Me* will be about 7 hours long.



CINEMATIC INSPIRATIONS

H.H. Holmes is one inspiration, but of course, there are others: horror movies. It's obvious from the different trailers that the *Saw* series is a major inspiration. The ingenious and grotesque traps, the dilemmas... It's really a perfect fit for a *Dark Pictures* game. But we've also looked long and hard at Stanley Kubrick's classic, *The Shining*. We've tried to capture that sense of claustrophobia and quiet oppression, that sense of a malevolent building, of an unknown threat around every corner. We were also definitely inspired by classic slashers: *Psycho*, *Halloween*, *Friday the 13th*. Look carefully, and you'll see the hat tips that the team have made to those movies.



SPOILER ALERT

As with all the games in *The Dark Pictures*, the choices made by the player have consequences. Sometimes this impact is seen early on, other times much later in the game, but all the choices do have an impact. Characters can die horrible deaths depending on the decisions you make. Some of their fates are rarer than others. Here are two examples of rare deaths and how to achieve them or consequently, avoid them.

Erin gets impaled by a syringe in the scene called *Silver Ash*.

Chased through the hotel by the serial killer, Erin (who is asthmatic) has a choice between continuing to run, or to hide from the killer. Jamie, a dear friend, recommends hiding in a cupboard. If Erin persists on running she will trip over an animatronic who proceeds to plant a syringe in her eye.



Charlie gets gutted with a meat hook.

If Charlie has managed to survive thus far in the night, he will at one point be isolated with only Du'Met for company in a giant freezer. If you fail the *Keep Calm* QTE sequence, Du'Met will spot you and hang you up with the other cured meats. Not a nice way to go.



FACT SHEET

TITLE: The Dark Pictures Anthology: The Devil in Me
PLATFORMS: XBOX One, XBOX Series X|S, PS4, PS5, PC (Steam)
DEVELOPER: Supermassive Games
PUBLISHER: Bandai Namco Europe
GENRE: Narrative Horror
RELEASE DATE: 18/11/2022
NUMBER OF PLAYERS: Single Player, 2 Player online, 5 Players offline
AGE RATING: PEGI 18 / ESRB Mature
GAME TIME: 7 hours
RRP: 39,99€
VOICE-OVER: English, French, Italian, German, Spanish, Russian
TEXTS: English, French, Italian, German, Spanish, Russian, Brazilian Portuguese, Neutral Spanish, Traditional Chinese, Simplified Chinese, Korean.



OVERVIEW

From the creators of Until Dawn...

Enter the world of The Dark Pictures – a series of intense, standalone, branching cinematic horror games. Combining atmospheric environments with powerful storytelling to create a terrifying and unique gaming experience.

Influenced by a real-world fact, fiction or legend, each game in The Dark Pictures Anthology will deliver a brand new cinematic horror experience where players will be challenged to explore the world and uncover each story with the knowledge that all their choices have consequences and all playable characters can live or die in your version of the story.

The Devil in Me is the Season One Finale and the longest game of the series. Inspired by the story of H. H. Holmes, the first serial killer in U.S history, the events of the game take place in a very accurate

reproduction of Holmes' Murder Castle. The Lonnit Entertainment Crew couldn't resist an offer from the mysterious hotel owner Granthem Du'Met to visit his Hotel and shoot their documentary about the infamous serial killer. But soon, they find themselves at the mercy of Du'Met. With many rooms of his castle filled with deadly traps and twisted animatronics, part machine, part human remains...

Can you outsmart the killer and checkout all your cast? All playable characters can live or die in your version of the story.

Welcome to the World's Fair Hotel
Nothing is as it seems here, and the amenities are to die for! Explore every nook of the World's Fair Hotel using the all-new season finale features including character inventory, tool-based puzzles, and expanded movement actions such as run, jump, and climb.

Your Death is his Design

Escape the torturous creations of an evil monster who is hellbent on becoming America's deadliest serial killer & survive elaborate 'killing rooms' where your own death is by the killer's design.

Don't Play Alone

Endure terrifying tests of loyalty – will you risk your own life for someone you care for? The two critically acclaimed multiplayer modes are back: share your story online with a friend or aim for safety in numbers through the offline 5-player pass-the-pad mode.

THE LADY LOOKS TEN YEARS YOUNGER...
BUT HOW?

The Columbus Spa!

In World's Fair Hotel
Bath House - Day Spa - Manicures - Facials
— And more! —

THE EUROPEAN HEALTH SECRET
NOW ON LAKE MICHIGAN!

A black and white illustration of a woman with blonde hair, wearing a wide-brimmed hat and a striped swimsuit. She is looking towards the right. In the background, there is a large, multi-story building with a prominent tower, situated on a hillside overlooking a body of water.