

We managed to get an interview with the director of Broken Sword 2.5, Matthias "Murray" Holz:

Bszone: What is the current state of bs25?

Matthias Holz: It's brewing...;) no, i think we are on a good way to release it in Autumn 2002.

Bszone: Will we see some familiar places from Broken Sword 1&2?

Matthias Holz: Yes of course. you can visit Nico's apartment and the Cafe de Chandelle Verte for sure...

Bszone: Will the game be free or do we have to buy it?

Matthias Holz: It's freeware, everyboy can download it on our pages (the pages of the team members). If you've got a slow internet-connection you also can order it on cd..

Bszone: Will it cost money if u order the game?

Matthias Holz: Only for the sending.. not for the game.

Bszone: Will the game be in English? Or only in German?

Matthias Holz: In german and in english, but here won't be any voices, only music and sound effects. btw, excuse my bad english. ;)

Bszone: Will Broken Sword 2.5 have animated cutscene like bs1 and 2?

Matthias Holz: We actually think about this, we don't know at the moment.

Bszone: When will we see the first "in game" screens?

Matthias Holz: Soon....

Bszone: Will George and the other characters look like they did in the first 2 games?

Matthias Holz: Yes. but there will also be a couple of new characters...

Bszone: Can we play as George and Nico like we did in bs2?

Matthias Holz: Yes, you can play George AND Nico...

Bszone: will the game need high system requirments

Matthias Holz: No, i don't think so, but i can't tell you about the exactly system requirements.. i think you must have a pentium 250 or something like that

Bszone: Tell us a secret about Broken Sword 2.5 that no one else know. ;)

Matthias Holz: Uhm..that's hard..perhaps the thing with aliens...no..that's to crazy.....or perhaps the thing with the speaking animals..? ;)

Bszone: Nice to interview You.

Matthias Holz: Yeah, i feel the same. ;)

Matthias Holz: Only have to say one thing: visit the homepage of the project: bs25.de.vu