



Return to Castlerama is the first act of a three-part Fantasy iPhone/iPad game set in the Gorendal Valley, a mysterious region with an intricate subterranean system of caves, tunnels and underground rivers. The valley is wedged between the Eumenitian Mountains and the volcanic complex of the Ganur, whose crater hosts a marsh system called the Great Muddy, that is in turn surrounded by the putrid MudWood forest.

The game's story line revolves around the conflict between two clans: the Methonasts, – militarized landowners who currently rule – and the Volpedos – traders, adventurers and thinkers. The action sees the emergence and development of opposing conspiracies, activities of esoteric sects, and breeding-grounds of revolt. Hanging over the region's idyllic towns and villages like a dark cloud is the plan of the necromancer ArtaSerses XI, who aims to literally unleash hell on earth.

The protagonist, a young apprentice adopted by the town's herbalist, accidentally learns his true identity and discovers he is predestined to lead the fight to save humanity from the evil ArtaSerses.

To meet his destiny he will have to embark on a quest, using his courage and intelligence to resolve numerous enigmas, discover tools and evidence, defeat terrifying beings, and conquer the trust of a group of women.



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