



Copenhagen, February 2007

## The adventurous life of HC Andersen HCA – The Ugly Prince Duckling to be released in North America

The arrival HC Andersen to Copenhagen as a penniless teenager in 1819 is the starting point for a new computer game, HCA–The Ugly Prince Duckling, that in an adventurous way dramatizes HC Andersen’s youth.

Copenhagen in the beginning of the 18<sup>th</sup> century was not a pretty sight. Jens Andersen writes in his HCA biography:

*”The fact remains that Copenhagen was a small, tight and slumber city with approx. 100.000 inhabitants. On the other hand there were four times as many rats and thousands of other larger animals. Horses and cows existed in so large numbers within the city gates, that some had to fit stables on the first or second floor, for which reason the animals had to be hoisted and lowered. Everywhere thin and fierce dogs were seen wandering about, and this huddle of people and animals in streets wretchedly paved without sewers, where the deep gutters were always full of rainwater and faeces...”<sup>1</sup>*

”Life for a 14 year old in this swamp must have been a battle for adventure, and the fact that the young and peculiar looking HCA made it, is a fairytale by it self”, states Guppyworks’ creative director, Per Rosendal.

”With a computer game about HC Andersen’s early years we wish to reach the rising generations, that might otherwise regard HC Andersen and fairytales as a bit dusty and unrelated.”

### The old Copenhagen is recreated

A good story and good gameplay is rarely enough in itself. It is also necessary, that the game looks good. Therefore, Guppyworks has put much effort in building Copenhagen of the 1820’ies in a quality you don’t usually see in games.

”We are so lucky to have some of the most talented and skilled 3D designers on board”, Per Rosendal continues.

### New ground-breaking technology

Andreas Møller, technical director of Guppyworks, has since 2002 been developing Guppyworks’ unique AI technology, used to provide characters in computer games with the ability to mimic human behaviour. ”It is a technology giving us entirely new possibilities of developing better gameplay”, says Andreas Møller.



<sup>1</sup> Jens Andersen’s biography ’Andersen’, Gyldendal 2003, page 34-35.

## Features

- An immersive H.C. Andersen style adventure
- Packed with puzzles, action and socializing gameplay
- More than 60 different real-time rendered characters
- Copenhagen of the Golden Age as game world of high visual quality
- Proprietary character behavior AI
- North American release date Q1 2007

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High res images can be downloaded from <http://www.guppyworks.com/press.htm>

