

## Summary

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System: PC (Windows XP & Vista)

Developer: Radon Labs (Urban Assault, Project Nomads)

Publisher: Anaconda (dtp)

Release: 31th July 2008 (german release)

Genre: Party-RPG

Ruleset: The Dark Eye 4.0 (modified)

Number of Players: 1 (no multiplayer mode announced yet)

Combat System: Realtime with pause (comp. Baldur's Gate)

Requirements: tba

Engine / Camera: Nebula 3.0 / Full 3D (isometric)

Techniques (confirmed): Shader Model 3.0, Speedtree