

General

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How long will it take to complete the game, will it have a multiplayer mode and has Radon Labs decided to release a toolset for modifications?

It will take around 40h to complete the main quest plus some side quests. If you take time to read all dialogs carefully and discover the world completely it will take much more time. Thanks to versatile character archetypes (see also "Character Creation") and different companions the game should have a high replay value.

Up to now, there will be no multiplayer mode for Drakensang, not even a coop mode. DraSa is designed to be a single player game. Nevertheless, Anaconda and Radon Labs haven't absolutely denied that there could be a multiplayer mode added by patch or add-on, after the release. Same thing for the editor. Development of a user-friendly editor toolset would devour as much resources as the whole campaign itself. But Radon Labs could release some modding tools after the release of Drakensang. At the moment neither Anaconda nor Radon Labs are able to give concrete answers towards these questions.

Is the game world completely open and what kind of cinematics does Drakensang use, CGI or ingame graphics?

Although there is still little information about the design of the game world, locations, and so on, it seems very likely that the game world is built up modularly. The whole continent of Aventuria is as large as Europe and you will visit several places all over the continent. Combined with information that the old travel screen of the old Realms of Arkania series will be back, it should be rather clear that the world is not completely free-roaming. That does not say anything about how often you shall see load screens.

Ingame cinematics will surely be in game graphics, so you can show the player character and his current companions with all of their current equipment, weapons and armour.