

## EXPERIENCE THE FIRST COMBAT RPG.

The great wizard, Caldryn of the Meadows, has been slain by a deadly conspiracy within the Circle of Mages. His chief ally, Lord Davenmor, now struggles to save his kingdom from the dark forces of the conspiracy and the onslaught of Lord Barrowgrim's army of marauders. Lord Davenmor has promised his daughter's hand in marriage to Lord Barrowgrim to quell the invasion, but her heart belongs to another and after learning of her father's pledge, she has vanished. Sensing treachery, Lord Barrowgrim has sent his army once more to destroy Lord Davenmor and raze the kingdom. Thus begins Dungeon Lords, Cry of the Kingdom Cracked, a tale of Love, Hate, Betrayal, Revenge, Honor, and Evil...

"Dungeon Lords is shaping up to be a fantastic RPG game. The great graphics and real time combat were excellent..." [GameZone.com](http://GameZone.com)

"...a real gem in the RPG arena...this game may be the surprise of this year" [RPGDot.com](http://RPGDot.com)

"Developer D.W. Bradley knows RPGs like James Brown knows soul" [GameSpy.com](http://GameSpy.com)

[GameSpot.com](http://GameSpot.com) Nomination "Best of E3 RPG"



<http://dungeonlords.dcegames.com>



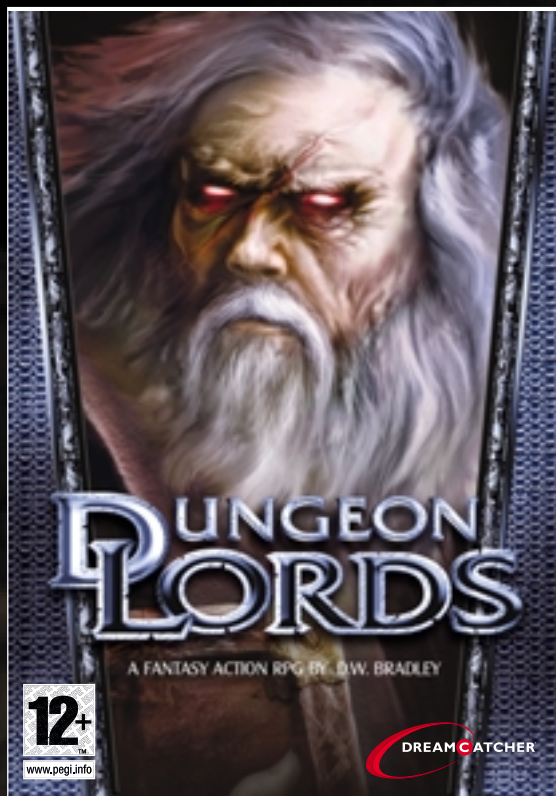
PC CD-ROM





# DUNGEON LORDS

PC CD-ROM



Dungeon Lords is the first ever Combat Role Playing Game (RPG), featuring state-of-the-art RPG depth and thrilling real-time fighting (move with the keyboard, look with the mouse, attack/parry with the mouse buttons). Designed, written and developed by award winning computer game author and icon D.W. Bradley, Dungeon Lords is without a doubt the long awaited RPG milestone of the year, putting back together easy gameplay and character depth.

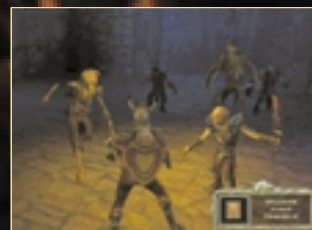
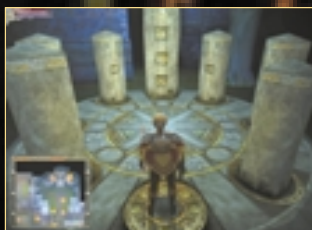
- Play the whole game in either **single-player** or **cooperative multi-player** (party up to 8 players !).
- **40 hours** min. of non-stop game action and exploration in full 3rd person 3D, including outdoor wilderness, swamps, forests, mountains, arctic lands, towns, villages, castles, dungeons, temples, caves, and forbidden ruins. . .
- Nail-biting 3D combat action featuring an arsenal of attack and defense **combo moves in real-time**, involving endless possible combinations of magic spells from 4 different schools, weaponry and powerful artifacts.
- Hundreds of personal quests and missions, featuring a world full of NPC characters to interact and bargain with, some who may become your ally, others who may be your enemy.
- Create your own character hero, choosing from over **8 races** and **20 multiple class specializations**, featuring detailed character hero development that includes over **50 personal attributes**, skills, and special abilities.
- Top notch 3D engine using real-time shadows, water effects and pixel-shaders.
- Multiplayer features Cooperative and Player vs Player.

### About D.W. Bradley

DW Bradley has made RPGs for over 20 years. His last game (Wizards & Warriors®) was a critical hit, receiving 84% from IGN and 81% from PC Game World. He also is the author of the 3 best Wizardry™ games (V, VI, VII), a genuine cult series in the RPG universe. He and his company Heuristic Park also worked on games such as Nox or Unreal: Return to Na Pali.



<http://dungeonlords.dcegames.com>



**GENRE**

Combat RPG

**CONFIGURATION**

Windows 98/ME/2000/XP  
1.2 GHz - 256 MB RAM  
32 MB video card  
(GeForce 2 MX or better)

POWERED BY  
**gameSpy**

**RELEASE DATE**

Autumn 2004

**PLATFORM**

PC CD-Rom  
Windows / 2 CDs

Players: 1-8

**GEN CODES**

EN 3700265654020  
FR 3700265654013



[www.pegi.info](http://www.pegi.info)