

THE CHRONICLES OF SPELLBORN.



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THE CHRONICLES OF SPELLBORN.



The Game

With The Chronicles of Spellborn players enter into an impressive online scenario with scenic landscapes, majestic cities and the remnants of an ancient civilization. Alone or with a party of allies, PC adventurers step into a huge fantasy realm consisting of varied shard worlds floating in the magic Deadspell Storm. Those who want to prevail in the grippingly staged combats of The Chronicles of Spellborn need to apply their mighty arsenal of spells, melee and ranged attacks skillfully. Battles with bloodthirsty creatures, hostile factions and human opponents in PvP battles are waiting.

An innovative and tactically challenging combat system with manual aiming and rotating skill deck provides a fresh breath of air for the dusty MMORPG genre. Developed on a largely improved Unreal Engine 2.5, The Chronicles of Spellborn boasts stunning 3D graphics, spectacular effects and countless elaborate details.

Features

- True real-time combat system with manual aiming. Freedom of movement: dodging of incoming attacks
- Nine hybrid classes with individual skills and their own play styles
- Expansive storyline told through hundreds of quests. Richly developed friendly and hostile factions
- Advanced wildlife and NPC's interactions, based on a predator/prey system. (Intelligent AI with grouping)
- No class based equipment restrictions, player appearance not linked to item statistics: "Dress to impress!"
- Hundreds of different sigils to improve character attributes. Customization of skills with specific sigils
- Crafting of equipment and consumables
- Rotating skill deck. Freely configurable with complex tactical consequences and custom combo sequences
- Solo instances and challenging 4 player encounters and dungeons
- Open PvP on specific servers
- Original score by award winning composer Jesper Kyd
- Highly stylized graphics thanks to Unreal Engine 2.5

System Requirements

Operating System	Windows XP / Vista
Processor	Pentium 4 2.0 GHz
Memory	1 GB
Hard Disc Space	12 GB
Video	3D Graphics Card with 128 MB RAM
DirectX	9.0c or higher
Internet Connection	Broadband



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