CD PROJEKT RED & GOG.COM FALL CONFERENCE 2012







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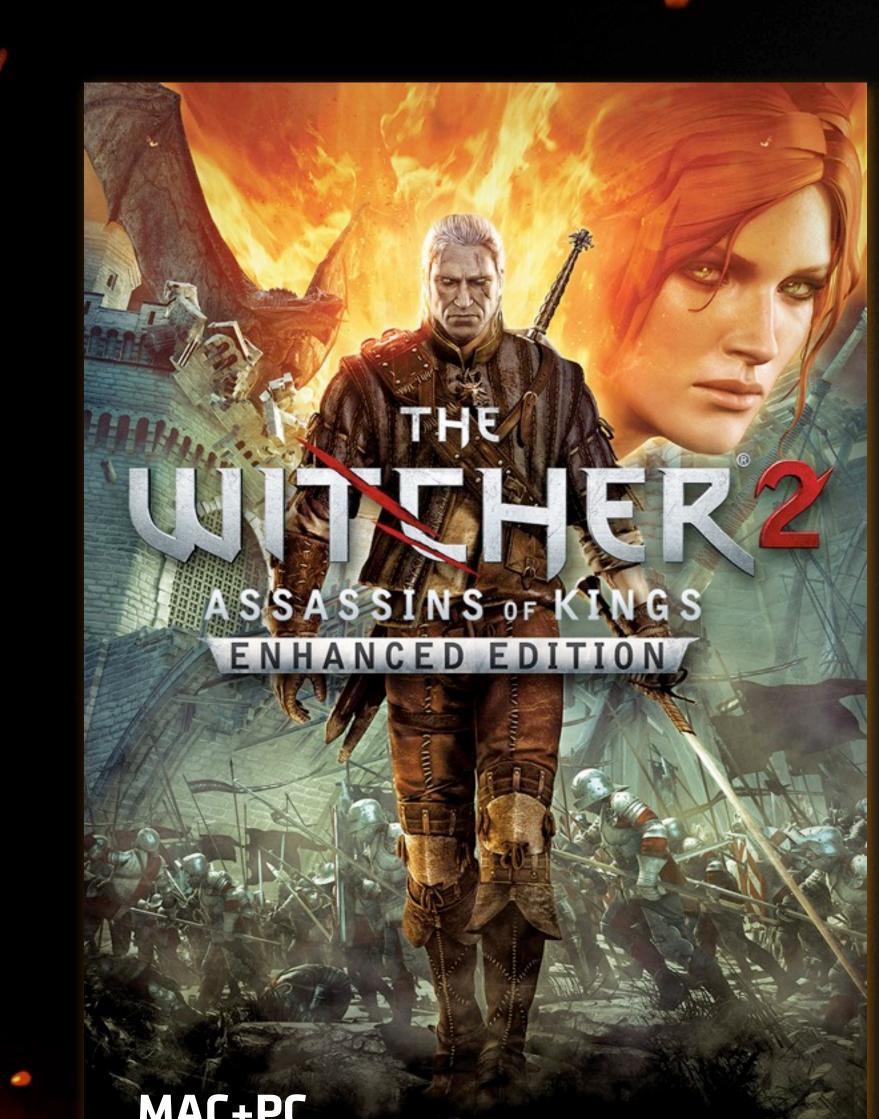
THE BEST LOOKING RPG FOR MAC COMPUTERS

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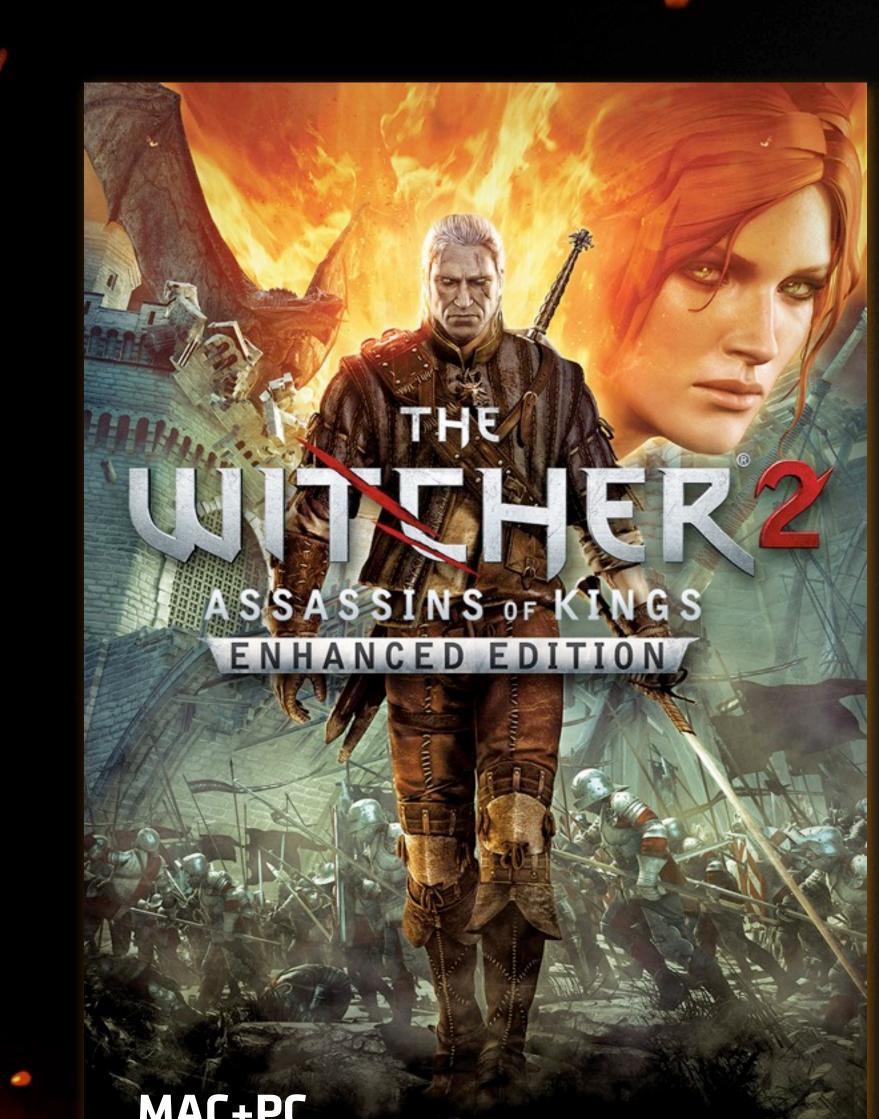


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• BIG AND BELIEVABLE WORLDS IN A FEW MINUTES • COMPLEX AND USER-FRIENDLY TERRAIN TOOLS • DAY AND NIGHT CYCLES SIMULATION



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MIKE PONDSMITH CREATOR OF CYBERPUNK PEN&PAPER RPG SYSTEM



- **ADVANCED WORLD OF THE YEAR 2077**
- GRIPPING MULTI-THREAD STORY TAKING PLACE
- TO THE 2077 SETTING
- GIGANTIC ARSENAL OF WEAPONS, UPGRADES, IMPLANTS **OVER 50 YEARS OF MANKIND PROGRESS**

• AMBITIOUS RPG FOR MATURE AUDIENCES, SET IN THE CORRUPT AND TECH-

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ADVANCED RPG MECHANICS BASED ON PEN&PAPER RPG SYSTEM UPGRADED

AND COOL HIGH-TECH GADGETS - NEW EQUIPMENT ADOPTED TO REFLECT





Mike Pondsmith's Introduction

OCT18

PETE

Aultiple Author

Implementing Pen & Paper mechanisms into a computer game

PEN AND PAPER



At first glance it may seem that there's nothing easier than creating a video game based on an existing RPG system like Cyberpunk® 2020. After all, we already have all the mechanics prepared and ready to use in the game. As simple as it sounds, there's more to it than meets the eye.

Read more »



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