



*Cateia Games* presents  
**THE KINGS OF THE DARK AGE**  
a Turn-based strategy game

**Summary**

**Game title:** The Kings of the Dark Age (abbreviated: KODA)  
**Genre:** Turn-based strategy  
**Gameplay:** Single-player, Multiplayer  
**Platform:** PC - Windows – 9x, 2000, 2003, XP  
**Target audience:** Hardcore TBS games fans  
**Consoles:** None at the time

The Kings of the Dark Age is a turn-based strategy videogame with real-time battles. The game provides great medieval atmosphere to player with its realistic in-detailed economy, military and political management, 45 minute original soundtrack, complex and exciting battles and castle siege and colorful and eye-catching graphics. Player has to survive through 17 levels (14 different medieval European counties). Beside campaign mode player can enjoy single-player and multiplayer battles, as well.

**Features**

Campaigns: 17 complex single player levels divided in three chapters and six campaigns with full access to all features and possibilities.  
Battlefields: dozens of single and multiplayer battlefields, villages, caves, ruins, castle sieges...  
Local area network (LAN) and Match – making service – up to 4 players + 2 vs. 2 (allied match): battlefields, villages, caves, ruins, castle sieges...  
Playable tutorials – step by step playable tutorials, booth campaign and battlefield play

OpenGL graphic engine with full anti-aliasing  
resolutions: 800 x 600, 1024 x 768, 1280 x 960, 1280 x 1024, 16bit or 32bit  
DirectX 9 sound engine  
17 European medieval counties and levels divided in three large chapters  
realistic husbandry, military and economy models as well as diplomatic relationships  
more then 30 army units and siege weapons  
battlefields with hundreds of units and special effects like flamed arrows, weather effects, blood, flora and fauna...  
45 minute original high quality stereo soundtrack  
AI that uses realistic tactics and behaves natural (panic, fear, high moral, grouping and regrouping on the field...)  
complex castle siege with highly detailed castle models and armies  
Local network area multiplayer, Internet play (TPC/IP), match-making service up to 4 players  
step by step playable tutorials

The Game currently works on DirectX 8

**Requirements**

CPU Pentium® II 533  
128 MB RAM  
700 MB HDD to install  
200 MB HDD for Page-file  
800x600 16 bit compatible display  
CD / DVD drive  
DirectX® 9.0b  
OpenGL  
MS Windows® 98

**Recommended configuration**

CPU Pentium® 4  
256 MB RAM  
1024x768 32 bit compatible display  
3D accelerator (graphic card) with 64 Mb  
Sound card  
MS Windows® Xp

**Game's Homesite**  
<http://koda.cateia.com>

**Cateia Games**  
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