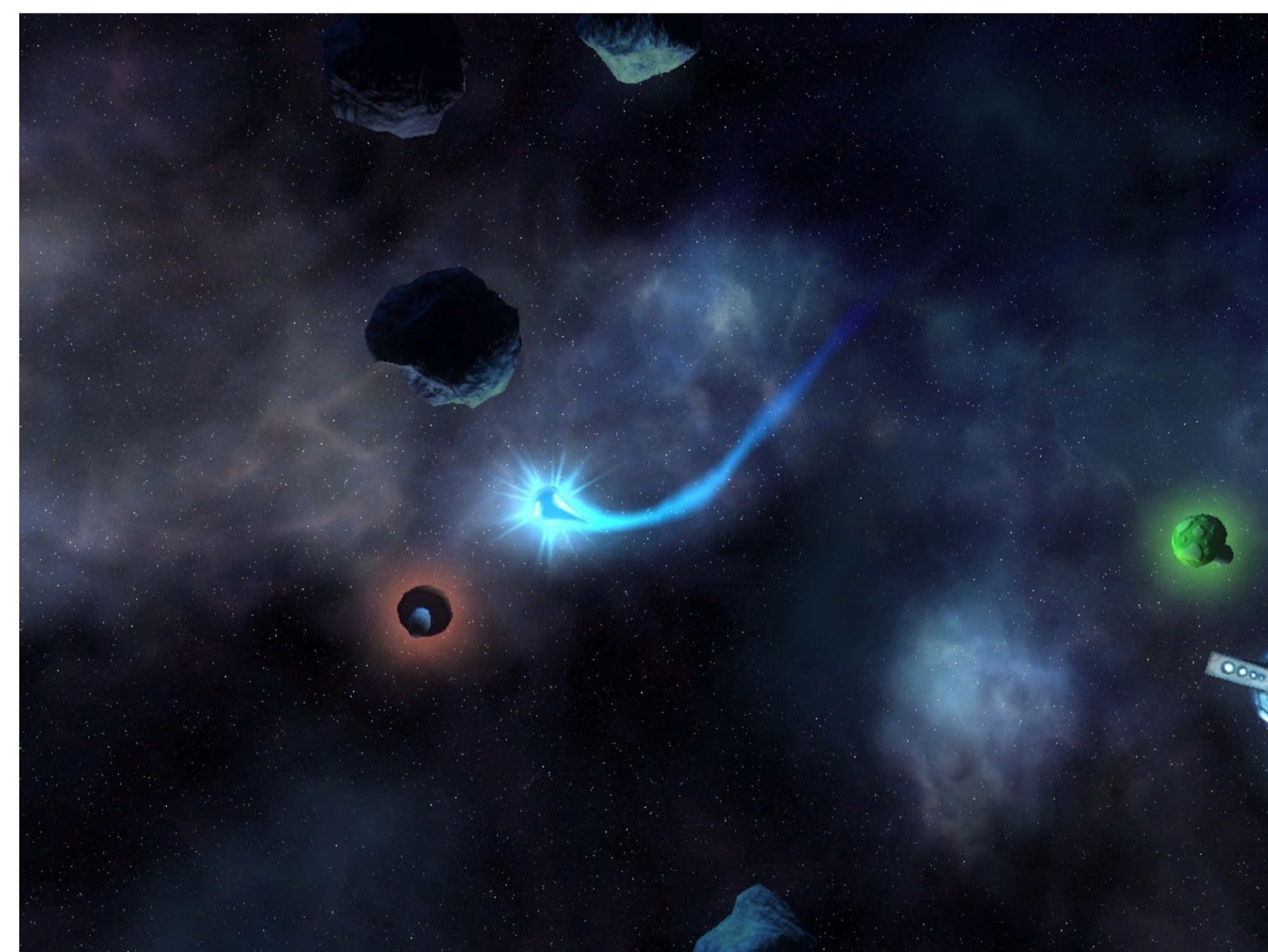
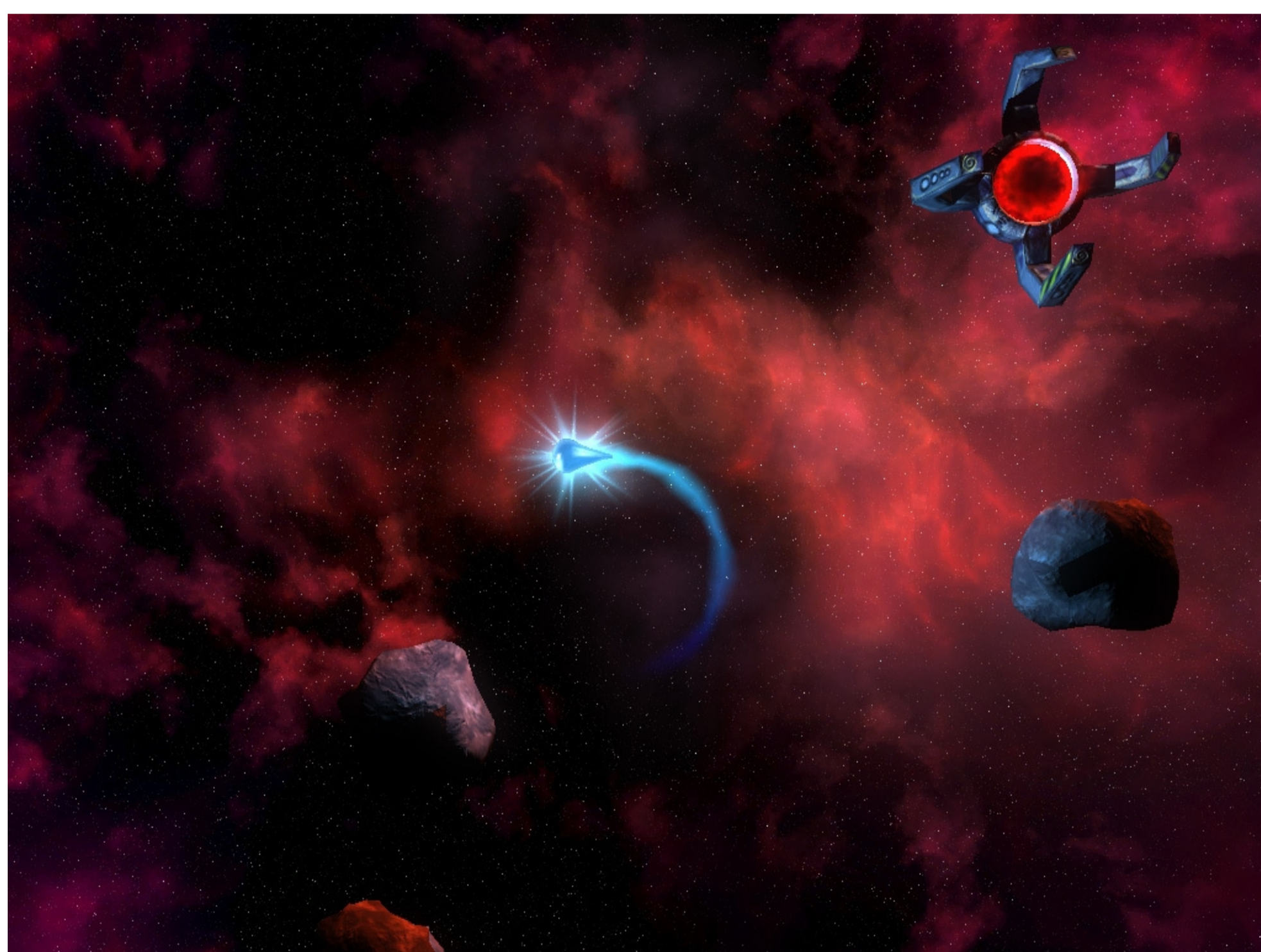
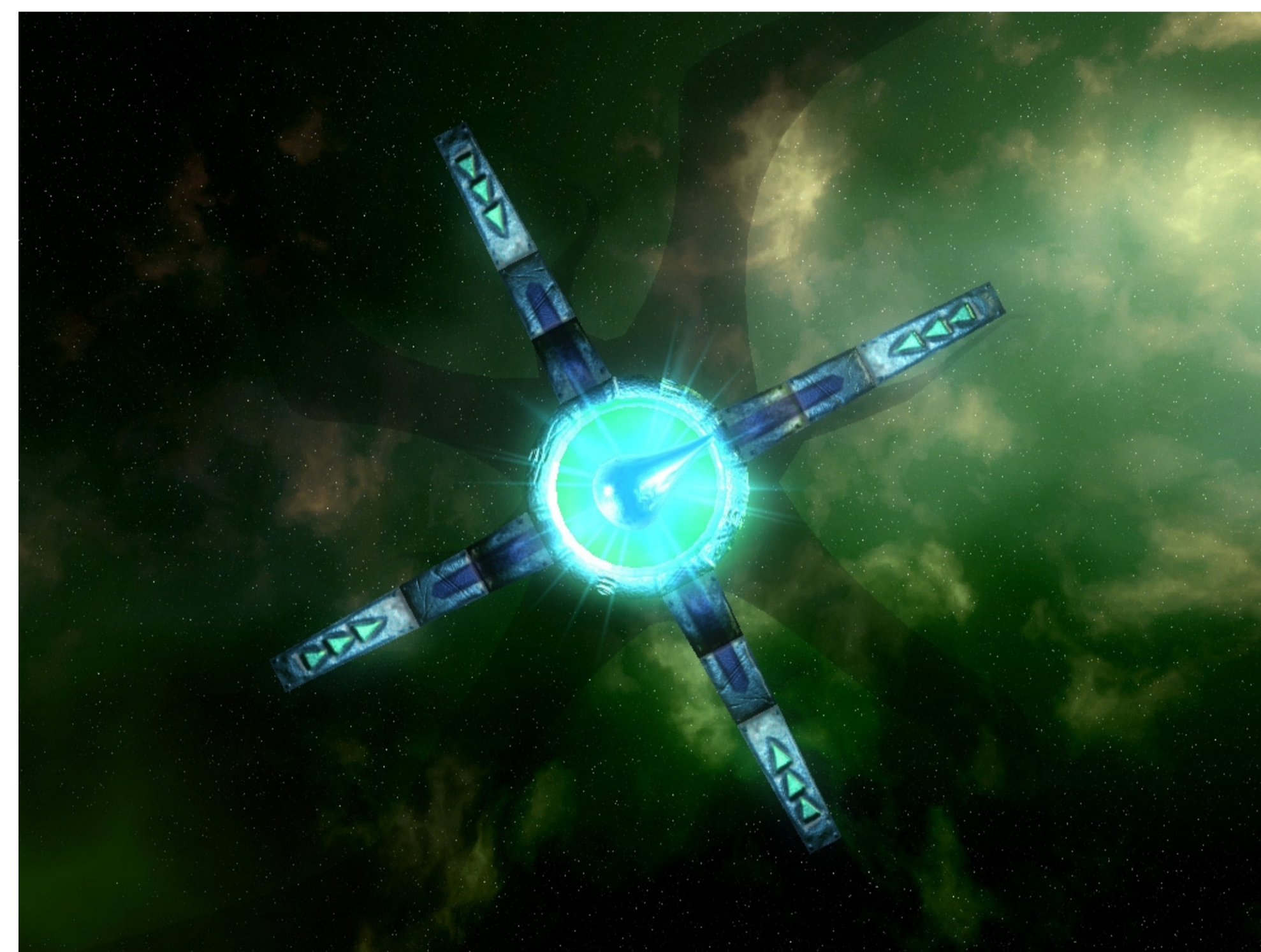
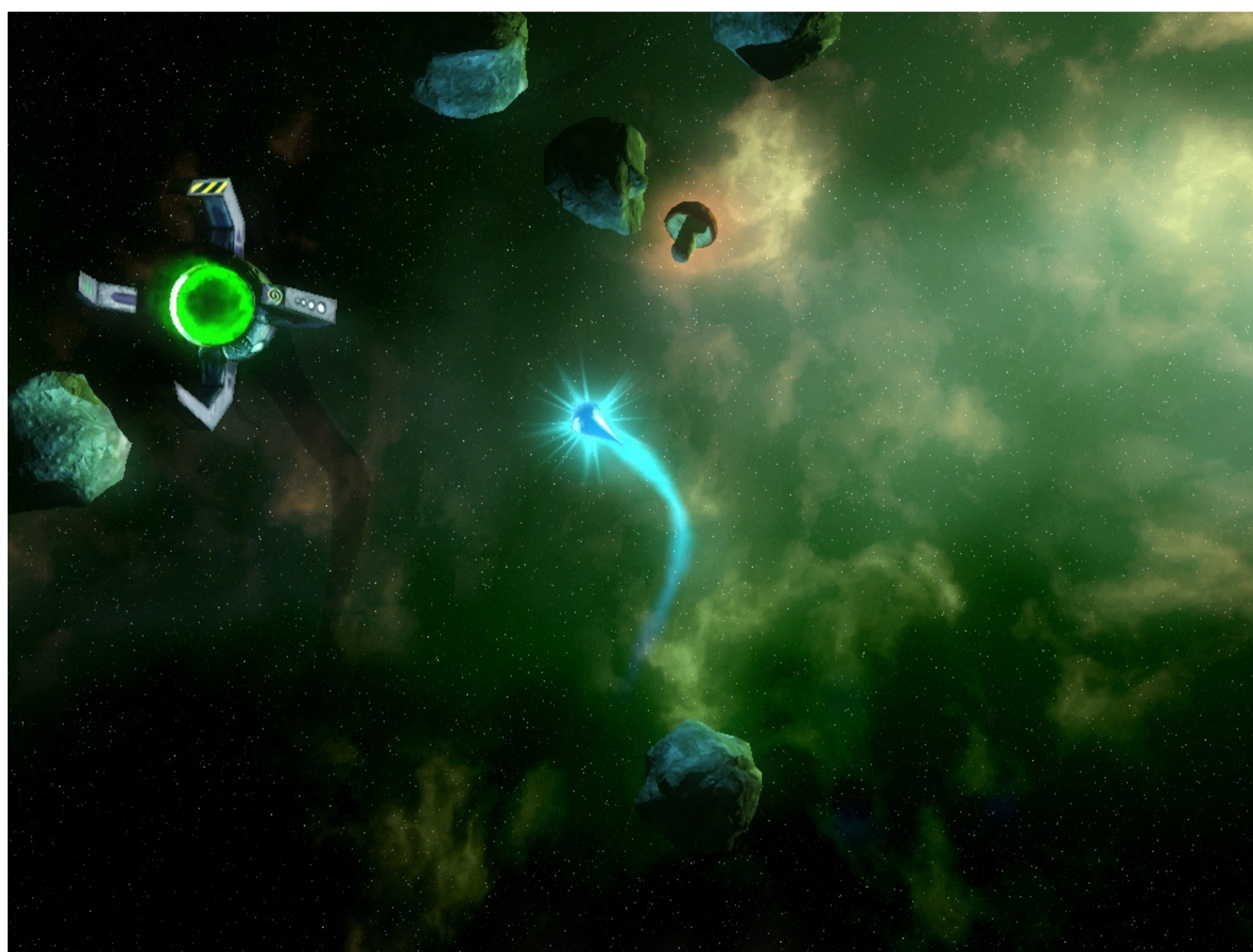


Game Development auf Multicore

Feat. Those Funny Fungoloids!



Powered by:

- OGRE 3D Engine
- OIS Object Oriented Input System
- fmod Interactive Audio Middleware
- Microsoft Parallel Patterns Library