

Castle Story

- Tayla Sommer

—



—

Genre	Sandbox, Real Time Strategy
Kickstarter	27th July 2012
Early Access	23rd September 2013
Release	17th August 2017
Publisher	Sauropod Studio
Studio	Sauropod Studio
Game Modes	Single Player, Multiplayer, Coop
Game Engine	Unity
Plattform	Linux, Mac OS, Windows

—

From:

<https://wiki.zhdk.ch/gamesoundopedia/> - **game sound dokumentation**

Permanent link:

https://wiki.zhdk.ch/gamesoundopedia/doku.php?id=castle_story&rev=1686229998

Last update: **2023/06/08 15:13**

