



Join now at [www.kalydo.com](http://www.kalydo.com)



**KALYDO**  
your virtual console



## Konstrukt invasion

- 25 fps on a laptop with intel 825 chip
- 40k triangle count on screen
- 27 missions
- Unique AI behaviour per monster
- Random level generation
- Development cycle of 1800 man hours





## Oggo's odyssey

- 40k triangle count on screen
- 100 + dynamic game objects on screen
- 48 levels
- Destructible scenery
- Random level generation
- Development cycle of 1500 man hours



KALYDO  
your virtual console



## Mojo Drift

- Racing behaviour
- Dynamic obstacle avoidance
- 9 unique tracks
- Funky special effects
- Development cycle of 1800 man hours



KALYDO  
your virtual console



## Goofball 360

- Lots of power-ups
- Development cycle 800 man hours
- 15 unique levels
- Squid behavior :)

