

Main information

Title: Project Anolis
Genre: City builder, real time, exploration
Platform: PC
Graphics: 3D low poly

Short description: Player control development of civilization, command units and research technology to take full control over planet movement. During game, planet goes through planet system. In every system there is some event, e.g. civilization, abandoned system.

Game goal: Develop civilization to take control over planet movement and conquer the universe.