

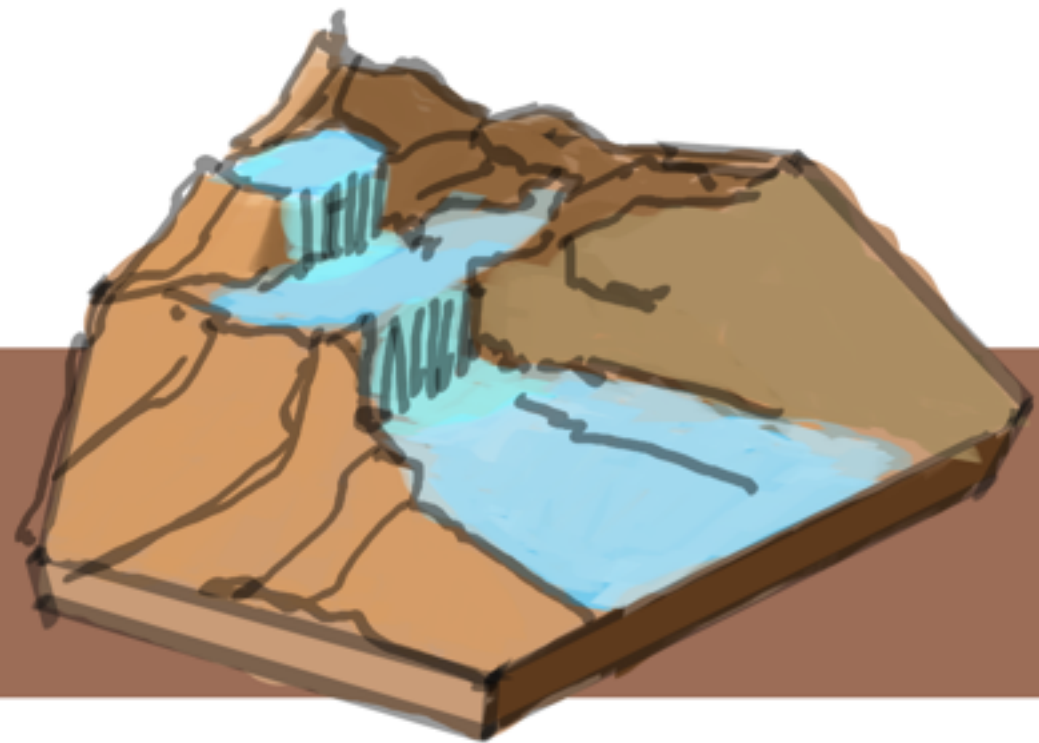
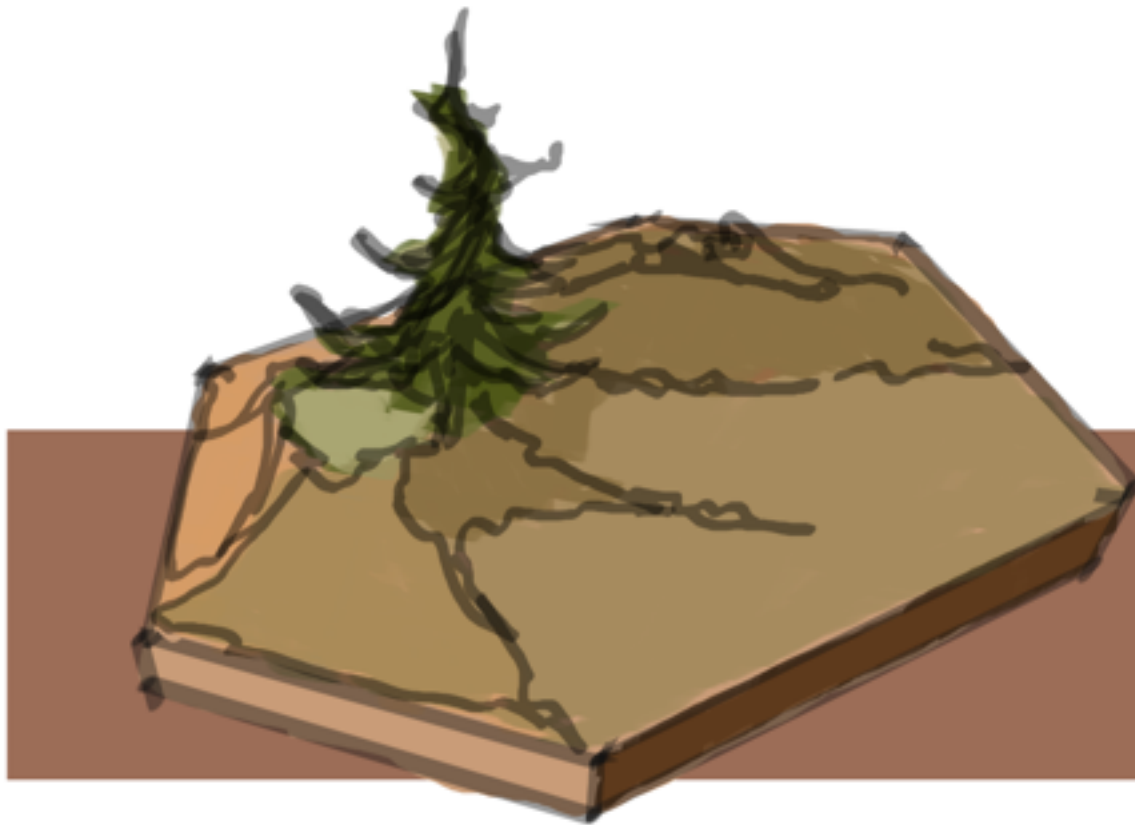
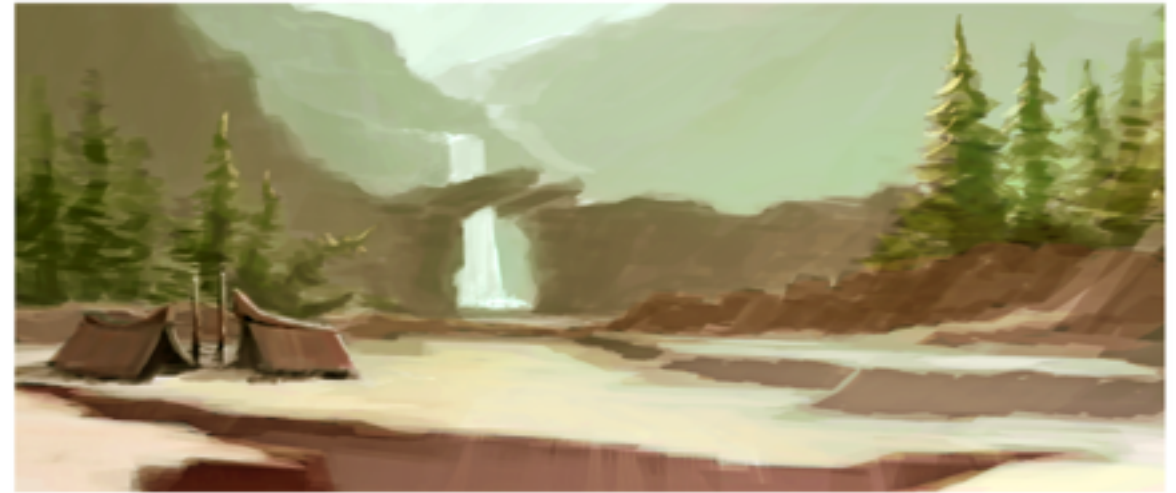




MOUNTAIN/ROCK



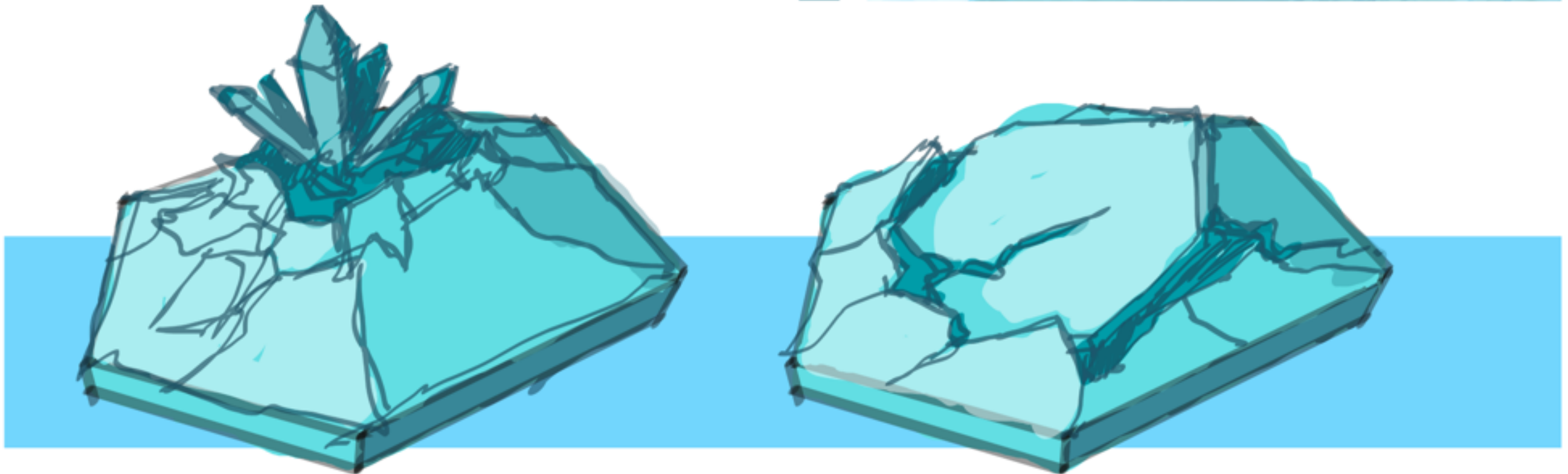
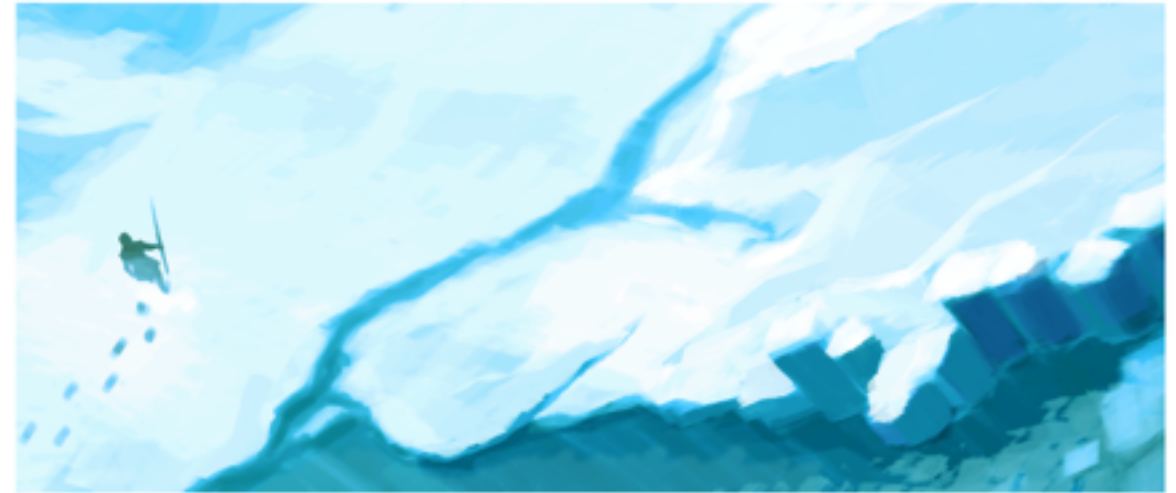
- spiky
- edged
- conifer



PERMAFROST



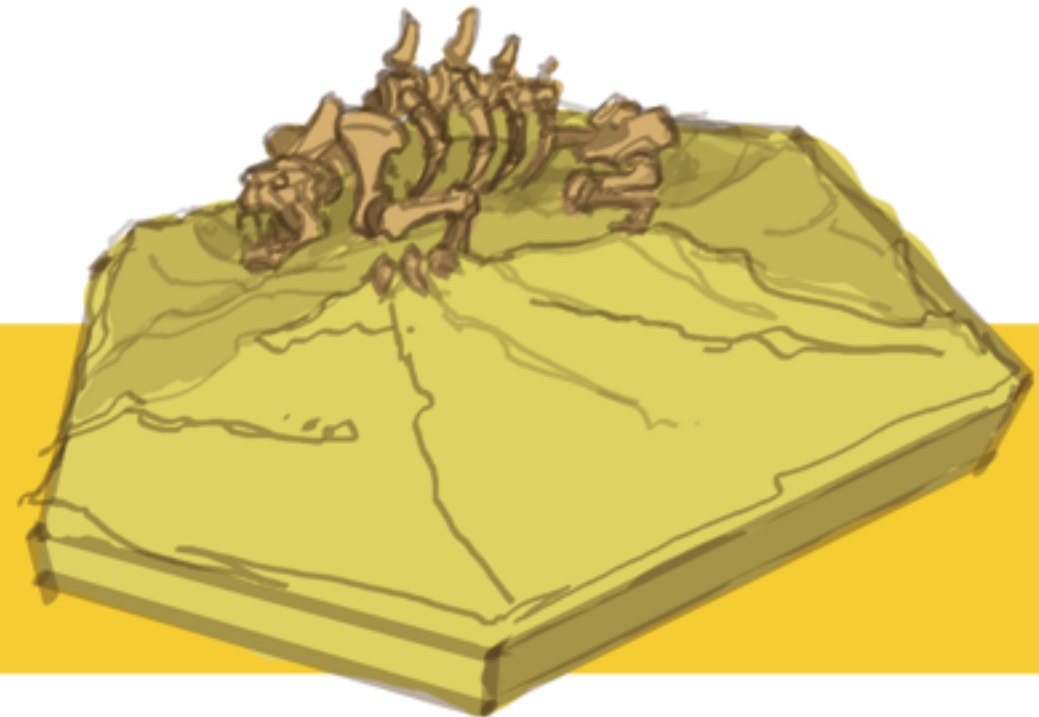
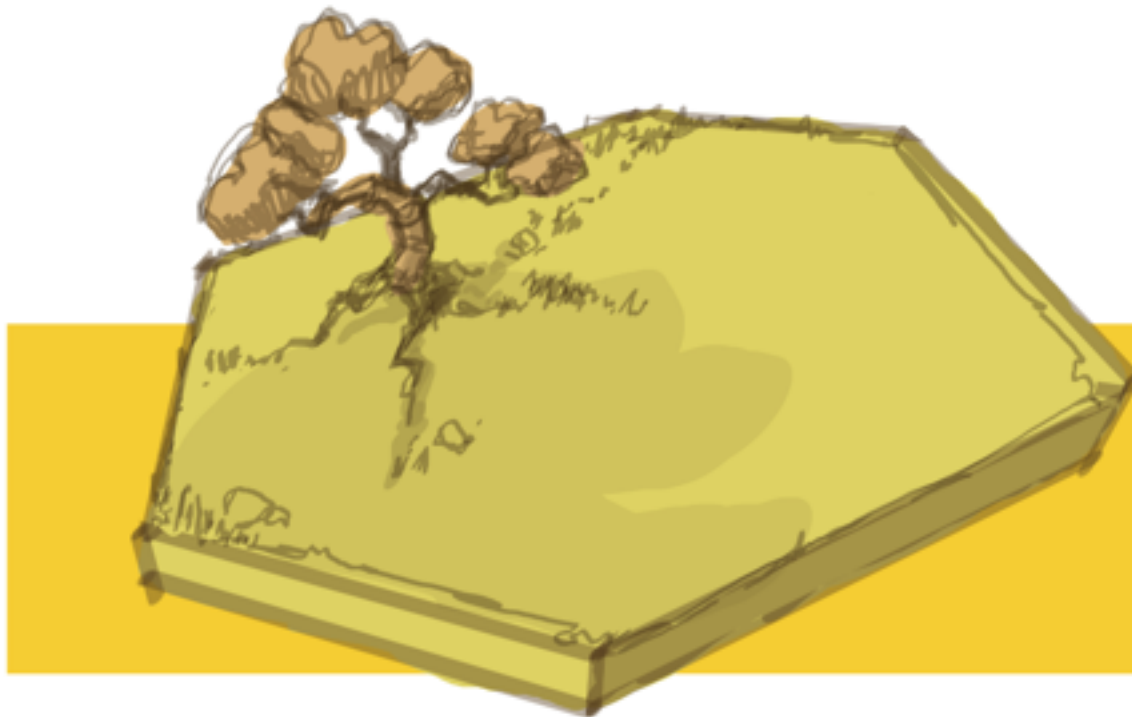
- cold
- soaked
- foggy



SAVANNA



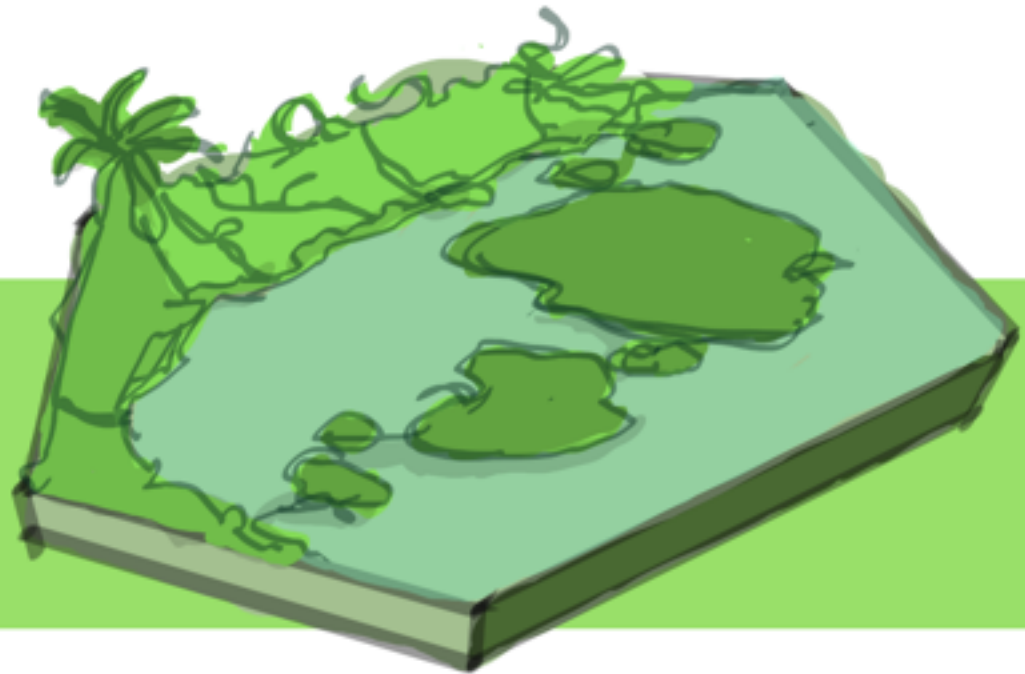
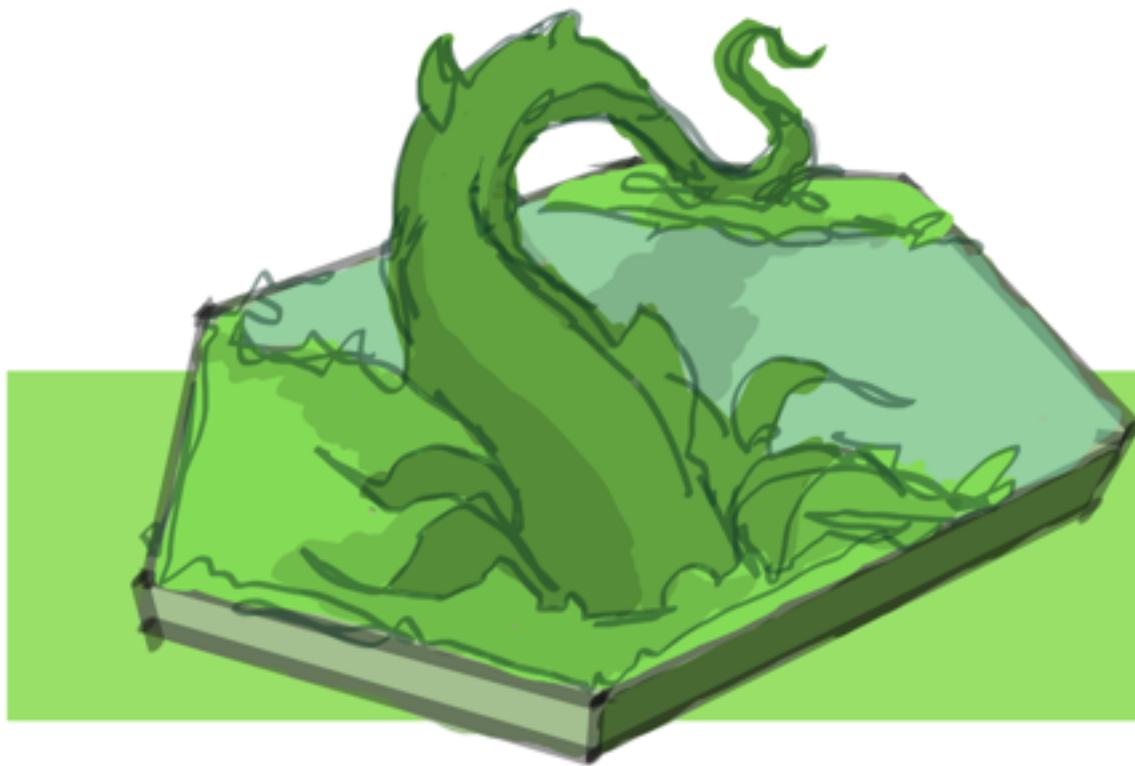
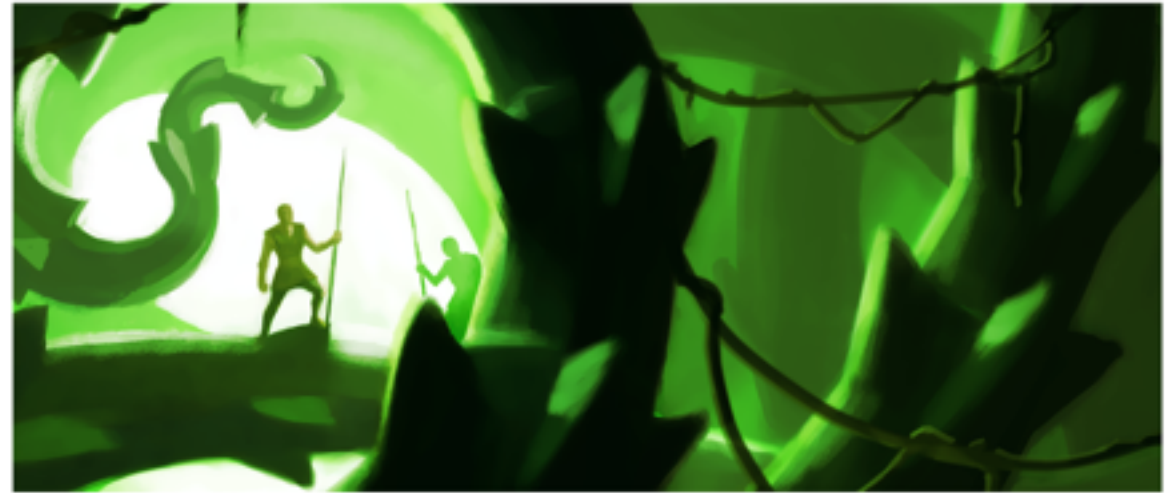
- dry
- dusty
- hostile



SWAMP



- sticky
- muggy
- tropical



SAVANNA CREATURE



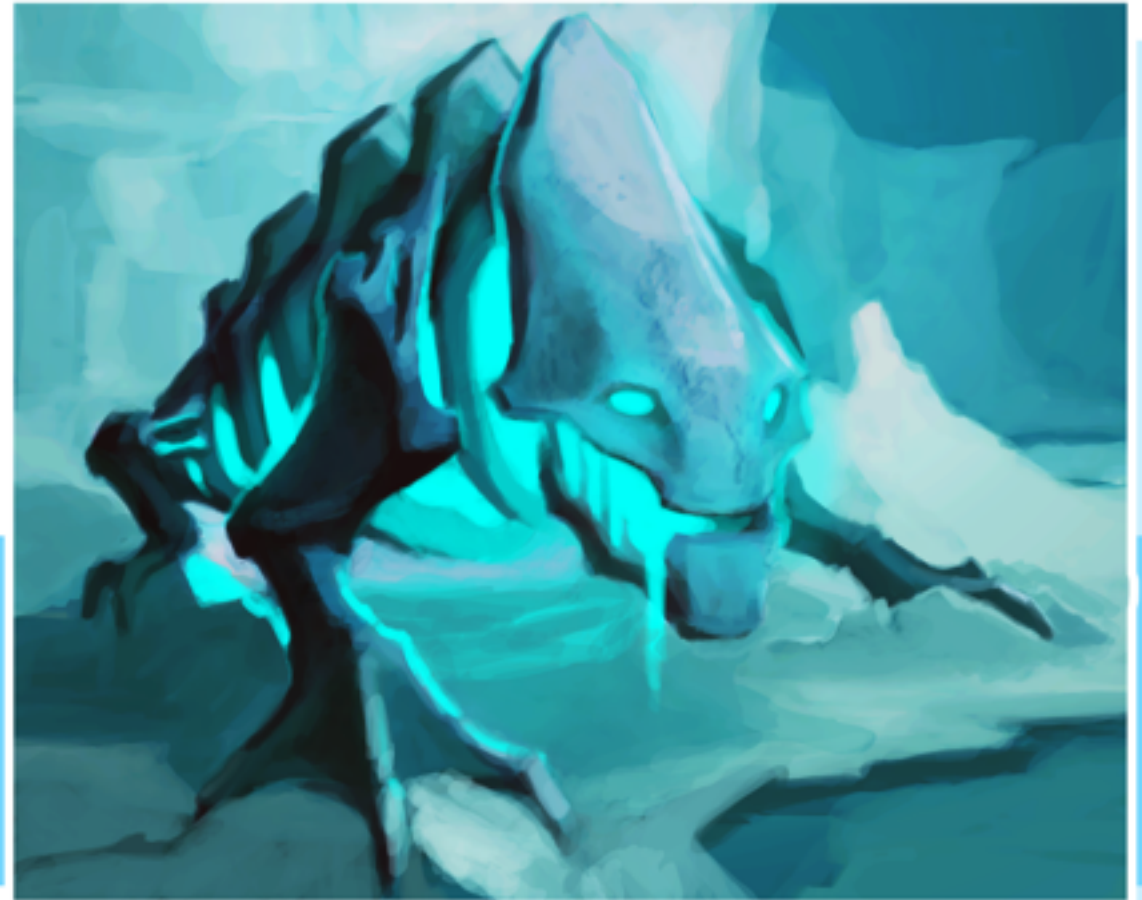
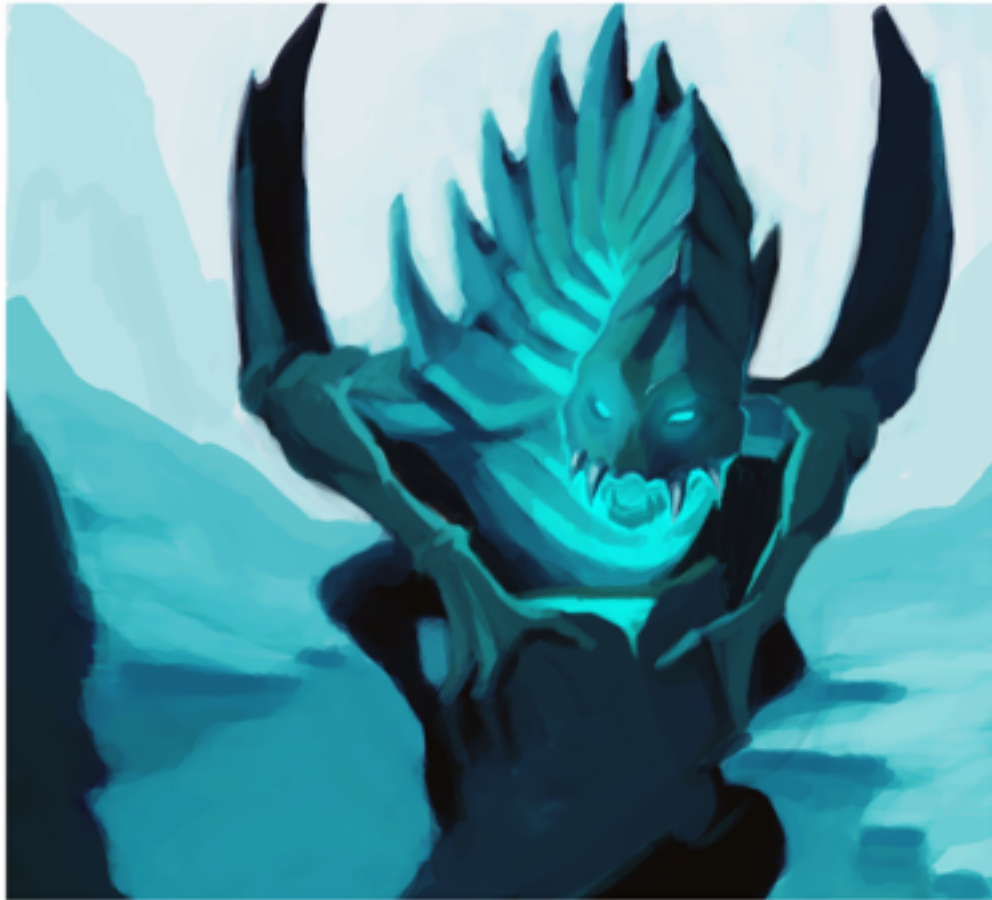
-flat, long body



FROST CREATURE



-fish scale



MOUNTAIN CREATURE



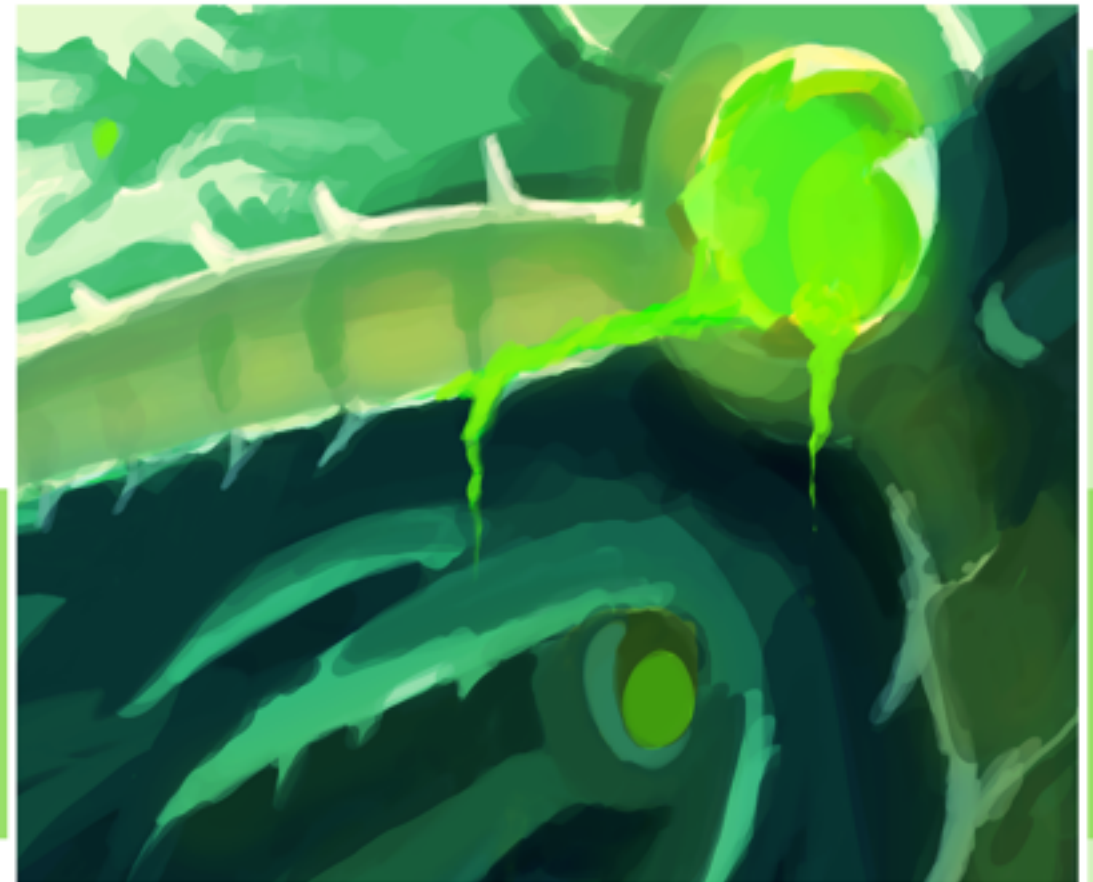
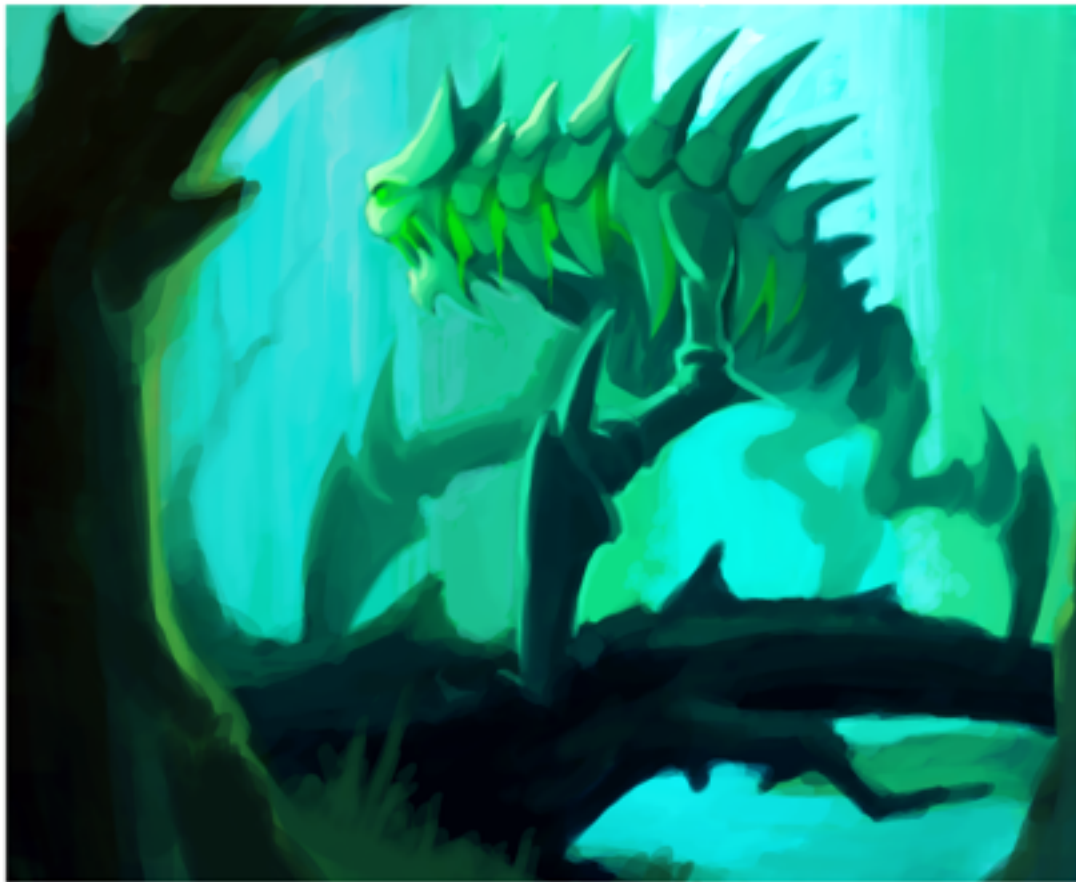
-pointy legs



SWAMP CREATURE



-camouflage



Specs

Bonfire Elders

Allan Cudicio Game Design

Raphael Koller 3D Art

Amon Kalagin 3D Art (sorry!!!!)

Toma Komitski Game Design & Visionkeeping

Benjamin Koß Code

Viktor Pekar Production

Andreas Pinternagel Art 2D

Daniel Pochert Code

Extern:

Manfred Tausch Musik & SFX

Samir Riecke 3D Art