http://flying-cafe.com/en/#/main/

Cradle is a science-fiction first-person quest with freedom of movement.
The story is built around the relations of the protagonist and a mechanical girl, who by enigmatic circumstances find themselves together in a yurt among the desert Mongolian hills.
The player is to restore the lost functions of his companion's mechanical body parts and together reveal the mystery of the neglected entertainment park found not far from the yurt.

http://flying-cafe.blogspot.com/

http://www.facebook.com/pages/Cradle/291189454255713?sk

You Tube:

http://www.youtube.com/user/FlyingCafeGames

First-person 3D-quest/adventure
Freedom of movement within the game realm
Unique game atmosphere formed by the combination of elements
pertaining to various cultures and epochs
Multi-level context of the story
Highly-detailed graphics of the game locations
Increased density of unique interactive objects providing extra story details
Combination of classic quest mechanics with dynamic arcade puzzles
Specific system of displaying character emotions
Hidden objects offering bonuses to the player
Alternative game ending available
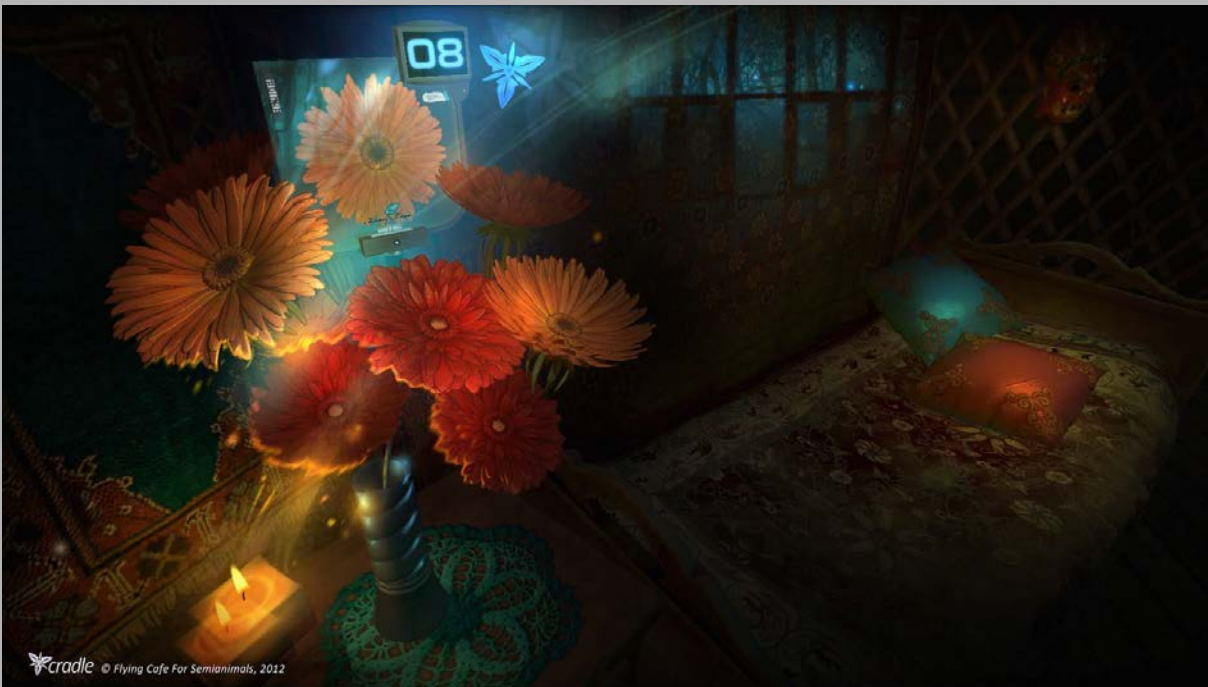**Game powered by cutting-edge Unigine technology**.

DANGER
DESPERATOXIN CONTOMINATED
KEEP AWAY

work in progress

Recommended: **Core 2 Duo 2.5 Ghz/Athlon 64 X2 4200+, 2 Gb RAM, GeForce GTX 460/Radeon HD4850**

We have completed our works on animating the golden eagle Ongon (featured on the image below), so as a new human character we are going to introduce with our next gameplay video. We keep working on the animations for Ida.
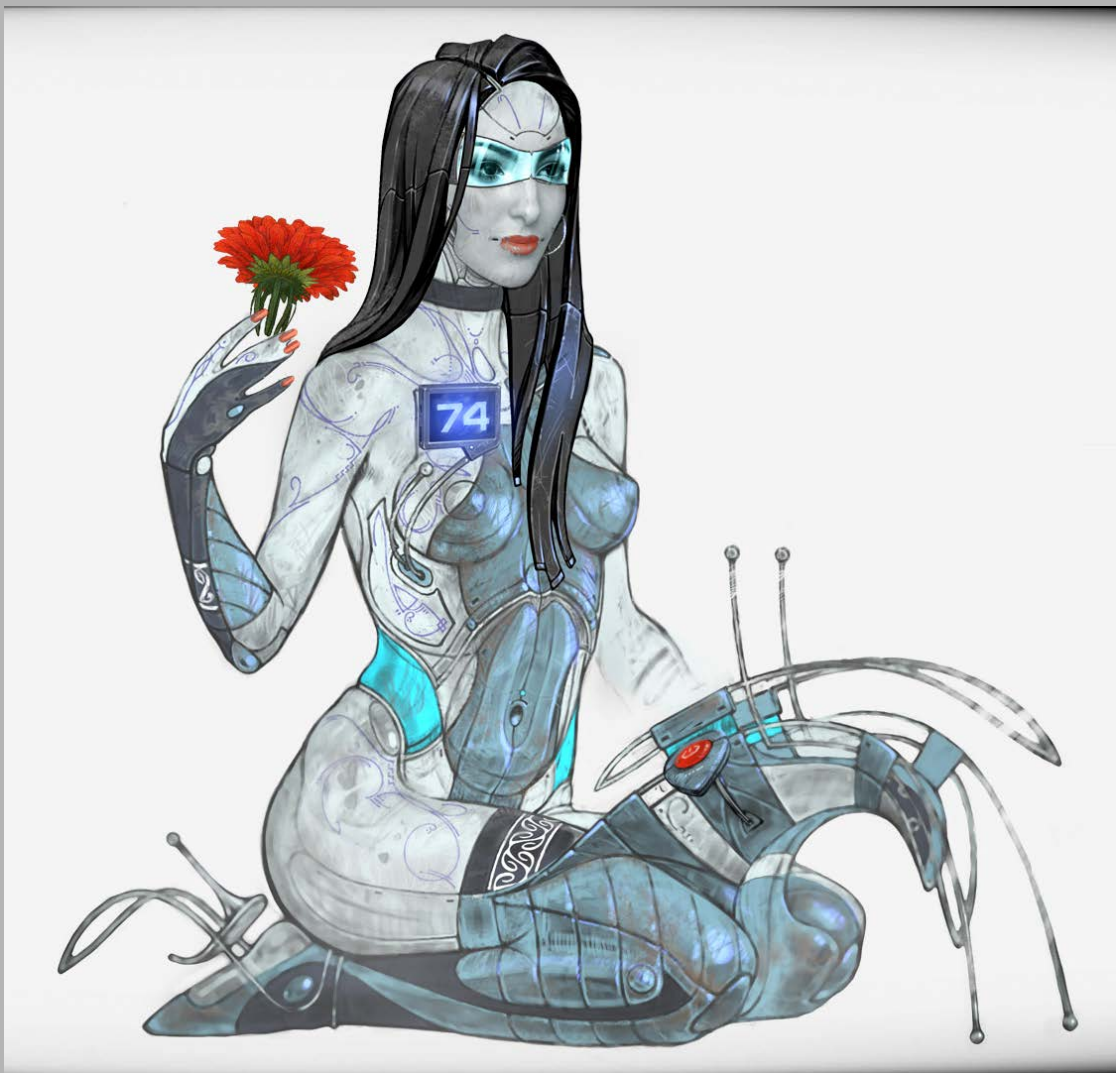
Steuerung:

Maus u. Tastatur

cradle

News (06.Dezember 2012)

We are going to give you an update on how things are going at the
Flying Cafe.
Things are pretty bad.
For the last few months the development has been carried in the
atmosphere of deep crysis which threatened the project
to face closure.
Due to ideological controversies the team has lost its game
designer Pavel Mikhailov - now there are only three of us and
there will be three up until the release.
We have completely run out of budget funds, yet the project is far
from its final state.
We are solving the problem of overspednings as we speak.
We are still floating, but feel totally exhausted.
In order to continue the development, three of us need some rest.
We have failed to meet the schedule initially planned.
The release is postponed considerably.
Presumably, we are talking end of

Summer 2013.

News: 16. Juli 2013

Gameplay Video # 2 veröffentlicht!

http://www.youtube.com/watch?v=2aFjdYxoCfs

👍 Dieses Spiel hat von der Community grünes Licht erhalten!

STEAM GREENLIGHT™

Die Community hat genug Interesse an diesem Spiel gezeigt. Valve ist nun mit diesem Entwickler in Kontakt getreten, um auf die Veröffentlichung auf Steam hinzuarbeiten.

http://www.adventureinsel.de/

Cradle will launch in spring 2014 on PC and Linux with a Mac port to follow.

Update: 17. Juli 2013