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Gameplay screenshot
#1
Soldak

[Help Bring Depths of Peril to Mac](#)

Soldak Entertainment wants you to jump in for the Depths of Peril beta for Mac

Soldak Entertainment is looking for testers for the Mac version of its single player RPG, [Depths of Peril](#). If you have a Mac sporting at least 1.5GHz under OSX 10.4 or 10.5, just send your email in and hope you're accepted for the beta. Since there are no requirements other than the ones listed above, I don't see why anyone wouldn't be accepted."The Mac version of Depths of Peril is almost ready, but before I release it to the world I would really like to get a few Mac testers to make sure I didn't miss anything major", the developer says. "If you have a Mac that has OSX 10.4 or 10.5, the cpu is at least 1.5GHz, and you would like to do some minor testing please email me."You will find all the details you need [right here](#). Players of Soldak Entertainment's RPG should already be very familiar with its strong strategy elements. According to the developer you play as a faction leader protecting the barbarian city, Jorvik, by destroying threatening monsters and completing quests. At the same time, you compete with rival factions to see who will rule the city. Barbarians choose their leaders by fighting to the death. Depths of Peril also runs fine on Linux using Wine. As a Mac user anxious to play the game right now, Soldak assures it works just fine on Mac using Parallels. I'd wait for the Mac version though: "All seems to be progressing nicely with the Mac version of Depths of Peril. Nothing major has come up so we will probably release the demo in the next couple days and then the full game not too long after that", the developer notes on the blog. We'll keep our eyes peeled for when the demo version hits so we can offer it up for grabs ASAP. More screenshots below.