

NetImmerse Engine

The *NetImmerse* engine is a computer game engine first developed by *Numerical Design Limited* in 1997. Titles such as [Prince of Persia 3D](#) (1999), [Dark Age of Camelot](#) (2001), [Morrowind](#) (2002) and [Star Trek: Bridge Commander](#) (2002) are using it.

In 2003 *NetImmerse* got renamed to [Gamebryo](#).

[[List of Game Engines](#)]

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