



**GAMESinFLAMES**

GAMESinFLAMES

Karlstraße 68

80335 München

Tel.: +49 (0) 89 / 210 205 7 – 70

Fax: +49 (0) 89 / 210 205 7 – 99

Email: [pr@gamesinflames.com](mailto:pr@gamesinflames.com)

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– PRESS RELEASE FOR IMMEDIATE DISTRIBUTION –

## **Crush Online now available**

**Client-based PVP MMO offers MOBA-style combat in a persistent world**

**Munich, October 11, 2016** – GAMESinFLAMES announced today that Crush Online, the F2P MMO developed by JoyImpact is now available.

The world of Gaia is home to three realms, each populated by thousands of players fighting an endless territory war. These nations, along with a comprehensive guild system, are the groundwork for truly grand military clashes. Guilds and nations can ally with each other in exciting Castle Sieges to gain control of a nation and lord over its subjects, while entire nations may scheme with and against each other to win epic wars where not just glory, but also valuable treasure and powerful ability enhancements are at stake. Players can choose their avatars from a number of distinct, fully customizable classes, each with tons of different weapon setups and compete with other players and NPCs in tactical and challenging fights. It's not just a match – it's war!

"We're thrilled to finally launching Crush Online after our highly successful Closed and Open Beta programs," said Achim Kaspers, General Manager GAMESinFLAMES. "The game's unique take on MMOs went down exceptionally well with both fans of team-based battles and MMO players who love the idea of a persistent world and epic warfare between factions. We incorporated a lot of the player feedback we received to make the game even better and are very happy to now make the game available to everybody!"

Crush Online is F2P with optional in-game purchases and available in English, French, German, Polish and Turkish. Players can download the game on the official website <https://www.crush-game.com/> or from Steam; the launch trailer is now available at <https://www.youtube.com/watch?v=FVjgGCebMwY>.

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**Press contact:**

**GAMESinFLAMES**

Karlstraße 68

80335 Munich

Germany

<http://www.gamesinflames.com>

Tel.: +49 (0) 89 / 210 205 70

Fax: +49 (0) 89 /210 205 799

E-mail: [pr@gamesinflames.com](mailto:pr@gamesinflames.com)

**About GAMESinFLAMES**

**GAMESinFLAMES** is an independent, Digital Only-Publisher for all significant platforms. We are gamers and a team of games industry veterans with great expertise in Production, Product Management, Marketing/PR, User Acquisition, Community Management and Monetization. We love games with a twist and assist developers during all production processes, starting from the initial concept phase through launch and live phase. As a member of the remote control family, which is home to a suite of developers, we understand their needs and are able to assist during all production steps. For more information about GAMESinFLAMES please visit <http://www.gamesinflames.com/>

GAMESinFLAMES is part of the developer family remote control productions. More information about remote control productions: <http://www.r-control.de>

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**About remote control productions GmbH**

**remote control productions** (rcp) is an independent production house focusing on development and production of games and gaming applications and leads Europe's major developer family. Since 2005 the Munich-based company is supporting, financing and coaching startups and development studios creating games for all platforms including PC, mobile and console. In addition, rcp is participating in projects in the areas of serious games, gamification, conferences, education and lobbying. rcp has partnered up with and become co-owners of multiple development studios; the ever-expanding network consists of a dozen studios with different fields of expertise like mobile games, browser games, serious games or gamification applications. Thanks to the internal network and additional partners nationally and internationally, rcp has established itself as a credible, efficient and reliable production partner on more than 50 projects for PC, mobile, browser and console. Our work for hire, publishing and licensing partners include Rovio Entertainment, Paradox Interactive, Deep Silver/Fishlabs, Ubisoft, Astragon, ProSiebenSat.1 Games, Ravensburger Digital, Deutsche Bank, Gamevil, Chillingo, Volkswagen, spilgames, DeNA, Bigpoint, Intel, Audi and many more. For more information please visit: <http://www.r-control.de/>.