



GAMESinFLAMES

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GAMESinFLAMES announces Crush Online

Client-based PVP MMO to offer MOBA-style combat in a persistent world with ever-changing borders

Munich, May 12th, 2016 – Publisher GAMESinFLAMES is working with the experienced Korean developer JoyImpact on a client-based MMO with a strong focus on PVP battles featuring MOBA-style combat.

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!

Achim Kaspers, General Manager GAMESinFLAMES, comments on the announcement: "Crush Online is a brand-new title, combining the challenging, team-based battles from multiplayer online battle arena games with the concept of a persistent world and epic warfare between nations known from RPG MMOs. JoyImpact is an experienced developer who created the MMORPG Aika Online, and we're looking forward to a long-term business relationship making Crush Online an international success."

Crush Online will be released in 2016. Players can now register for the closed beta at <http://www.crush-game.com/>.

The official announcement trailer is available at https://www.youtube.com/watch?v=vdTLMO4z_Ls.

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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 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/>

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/>.