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GAMESinFLAMES conquers Castle Schreckenstein

Publisher GAMESinFLAMES secures exclusive rights to develop and publish official game for Burg Schreckenstein the movie.

Munich, July 19th, 2016 - The wait for the movie adaptation of one of Germany's most beloved children's book series will be over soon: Concorde Film is bringing Burg Schreckenstein to cinemas in Germany, Austria and Switzerland starting October 20th 2016. The many fans of the book series can now not only look forward to the film version, but also to the game, which is expected to be released simultaneously with the movie. The film is about a boys-only boarding school in the eponymous Burg Schreckenstein. Over there, the boys find themselves in a running battle with the girls from the neighboring boarding school Rosenfels.

GAMESinFLAMES closely follows the movie's theme for the game. Players have to choose sides between the Schreckies and the Rosenfels girls, and thus continue the competition between boys and girls on their smartphones. Reaching Schreckenstein's mysterious knight chamber undetected from chancellor Rex and Horn while overcoming treacherous obstacles is the main goal. Each individual high score will be added to a global leaderboard to clarify once and for all whether boys or girls are best! Graphically, the game turns the young movie stars as well as Lord Schreckenstein (German late night legend Harald Schmidt) into cute game avatars.



Double Smith GmbH, which is part of the remote control productions developer family, is responsible for the development. The game, which will be available on the Google Play and in the Apple App Store, is being published by GAMESinFLAMES.

Achim Kaspers, General Manager GAMESinFLAMES, comments on the collaboration with the creators of Burg Schreckenstein: "It is the first time that we've secured a movie license and we're looking forward to the release of our official game for Burg Schreckenstein. I'm confident that the game will be just as successful as the movie; we will continue to keep a close eye on the film industry".

"We are very pleased about Burg Schreckenstein's digital extension from the big screen to the smartphone, particularly because the game picks up the humorous feud between girls and boys and allows both the younger and the older audience to continue the clash in the game.", says Tanja Thomas, Director Marketing & Publicity Concorde Film. Alexis von Wittgenstein, movie producer at Violet Pictures, is outright enthusiastic: "What a game: sneaking through castle towers, evading teachers, playing tricks - just like my own boarding school experience!".

More information will be announced in the near future.

The press kit can be found here: <http://files.r-control.de/pr/burgschreckenstein.zip>

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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>

Mehr Informationen über Burg Schreckenstein der Film:

<http://www.burgschreckenstein.de/>

<https://www.facebook.com/BurgSchreckenstein.Filme/>

More information about GAMESinFLAMES:

<http://www.gamesinflames.com/>

<https://www.facebook.com/GAMESINFLAMES/>

Vacancies and additional information regarding jobs within the rcp-family:

<http://jobs.r-control.de>

Press contact Burg Schreckenstein

S&L MEDIANETWORX GmbH

Astrid Buhr, Natalie Regnault

Aidenbachstraße 54

81379 München

Tel.: 089 / 23 68 49 - 0

Fax: 089 / 23 68 49 - 99

E-Mail: nregnault@medianetworx.de

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: press@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/>.

About remote control productions GmbH

remote control productions (rcp) is an independent production house focusing on development, production and mediation of games and gaming applications and is representing Europe's major developer family. Since 2005 the Munich-based company is supporting, financing and coaching startups and development studios creating games for all major platforms including PC, console, mobile and browser. In addition, rcp is participating in projects in the areas of VR/AR, serious games, gamification, conferences, education/training and lobbying. rcp has partnered up with and become co-owners of multiple development studios. The ever-expanding family currently consists of 11 studios, a gamification unit and an in-house publisher with a wide range of expertise in games and entertainment products for all platforms. Thanks to a large network of national and international partners built over the years, rcp has established itself as a credible, efficient and reliable production partner on more than 50 projects for all major platforms. Our publishing, licensing and work for hire 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/>.

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