



**GAMESinFLAMES**

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## **Florensia celebrates first anniversary**

### **Online-MMO grows user base five times since relaunch**

**Munich, January 28th, 2016** – One year ago, the client-based online MMORPG **Florensia** was successfully relaunched internationally. Since then, the user base has quintupled, generating a seven-figure revenue for publisher GAMESinFLAMES. A new distribution deal for South America with a focus on Brazil will make sure that **Florensia**'s success continues in 2016.

2015 proved to be a prosperous year for Munich-based publisher GAMESinFLAMES: in addition to the hugely successful **Florensia**, the completely revised browser game Aloha Paradise Hotel launched in late autumn. In addition to that, three mobile games are currently in soft launch, two more are in development and a number of online games for PC are in preparation.

Achim Kaspers, General Manager GAMESinFLAMES, is pleased with the development of the company: „From the very start we were convinced about Florensia's success potential, but the excellent user and revenue numbers definitely exceeded all our expectations. We would like to thank our fans for a fantastic first year and have big plans for the future of Florensia. We are also content with the development of Aloha Paradise Hotel. 2015 was an outstanding year for GAMESinFLAMES and our products, and we're looking forward to continue our success story with lots of new games this year.”

More information and the free game client for Florensia and Aloha Paradise Hotel are available at [www.florensia-online.com](http://www.florensia-online.com) and <http://alohaparadisehotel.com/>.

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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 veterans and pioneers of the gaming industry 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 developer family of remote control productions we know the needs of developers and 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. rcp is also 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, Deep Silver/Fishlabs, Ubisoft, ProSiebenSat.1 Games, Ravensburger Digital, Deutsche Telekom, Gamevil, RNTS Media, Chillingo, Volkswagen, spilgames, DeNA, Bigpoint, Intel, Audi and many more. For more information please visit: <http://www.r-control.de/>.