

Dear partners,

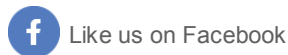
this press release is for immediate distribution.
Please find the entire release below.

Best regards,

Your remote control productions press team



stillalive studios GmbH
Rosengasse 1, Top 4
6020 Innsbruck
Austria



Like us on Facebook



Follow us on Twitter



YouTube



Website

– PRESS RELEASE FOR IMMEDIATE DISTRIBUTION –

Innovative sci-fi game allows players to control thousands of drones

stillalive studios announces Drone Swarm

Innsbruck, October 1st, 2015 – stillalive studios today announced the development of *Drone Swarm*, a new and unique sci-fi strategy game for PC and Mac. In the game the player assumes the role of the commander of a gigantic space ship and is exploring the universe in a desperate hunt for a new habitat for mankind. He is in charge of a swarm of thousands of drones that he controls directly and that allows him to use unique tactics when fighting enemy aliens. Both the mighty mother ship, the “Harbinger” and the drone swarm can be upgraded and improved by new alien weapons and technology which need to be acquired or researched first.



Tactical battles are an important part of the game, but the metagame has a lot more to offer. During the exploration of the universe the player encounters alien civilizations that constantly evolve – with our without his influence or interaction. Negotiations with these aliens require diplomatic skills; the choices the player makes have direct influence on whether he makes new friends or bitter enemies. The same goes for the group of counselors on the mothership; they have conflicting goals and react actively to the decisions the player makes.

The engaging story about the voyage of the “Harbinger” through the galaxies on the search for a new home for humanity is written by Aaron de Orive, a seasoned writer best known for his work on Star Wars: The Old Republic (Senior Writer) and Metroid Prime 3: Corruption (Lead Writer).

“At stillalive studios we’ve always loved innovative gameplay mechanics and we’re always looking for new tech challenges”, says stillalive studios founder and lead designer Julian Mautner. “We were able to combine both in ***Drone Swarm*** and were thus able to create a completely unique gameplay experience that will get even seasoned strategy gamers excited just by thinking about the incredible amount of tactical and strategic opportunities that controlling a gigantic swarm of drones has to offer.”

A brand new teaser trailer for ***Drone Swarm*** that offers a first glimpse at the tactical battles as well as an overview of all other features has just been released: (Prototype Gameplay Footage):



(<https://www.youtube.com/watch?v=ewMt5D-6uLA>)

Title: **Drone Swarm**

Platform: **PC, Mac**

Release date: **TBA**

Drone Swarm is currently in development, publishing and partner requests are welcome.

For more information visit the product page at stillalive-studios.com:

http://bit.ly/SAS_DroneSwarm

More information about stillalive studios:

<http://stillalive-studios.com>, <https://www.facebook.com/stillaliveStudios> and

<https://www.youtube.com/user/stillaliveGameStudio>

stillalive studios is a member of the developer family at remote control productions.

More information about remote control productions and the rcp developer

family: <http://r-control.de> and <https://www.facebook.com/remote.control.productions>

Open positions and more information about working at the rcp family: <http://jobs.r-control.de>

Press assets:

[Drone Swarm Logo](#)

[Drone Swarm KeyArt with Logo](#)

[Drone Swarm KeyArt without Logo](#)

[Drone Swarm Prototype Gameplay 720p H.264](#)

Press contact:

remote control productions GmbH

Karlstr. 68

80336 Munich

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

Tel.: +49 (0) 89 / 210 205 710

e-mail: pr@r-control.de

About stillalive studios

stillalive studios is an independent game development team whose goal is to create innovative, dynamic and unique games. The company was founded in early 2013 in Innsbruck (Austria).

Today's team counts 12 members with the core tech team in Innsbruck and the others distributed all over the world from Austria, Switzerland, Finland and US. The studio's focus lies on dynamic/tech-heavy Indie core-games for PC and Mac with unique game mechanics.

About remote control productions GmbH

remote control productions (rcp) leads Europe's major developer family and is an independent production house focusing on development and production of games. Since 2005 the Munich based company is supporting, financing and coaching startups and development studios. rcp is also participating in projects in the fields of serious games, gamification, conferences, education and lobbying. While doing this rcp has partnered up 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 our network and additional partners nationally and internationally, rcp 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, Koch Media, ProSiebenSat.1 Games, Ravensburger Digital, Ubisoft, Deutsche Telekom, Gamevil, RNTS Media, Chillingo, Volkswagen, Spilgames, dreamfab, Bigpoint, Intel and Porsche.

Copyright © 2015 remote control productions, All rights reserved.

[unsubscribe from this list](#) [update subscription preferences](#)

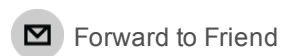
MailChimp



Share



Tweet



Forward to Friend