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**remote control productions and stillalive studios present
new trailer and website for Drone Swarm**

Playable version of sci-fi strategy game available at this year's Gamescom

Munich/Innsbruck, August 16th, 2016 – stillalive studios and remote control productions present new assets for the sci-fi strategy game *Drone Swarm*. The brand new trailer, which can be viewed at <https://www.youtube.com/watch?v=i44U4umJgII> illustrates impressively how the eponymous drone swarm is visualized in-game. In addition, the official website for the game is now available at <http://www.droneswarmgame.com>.

stillalive studios presents the latest version of the indie game Drone Swarm exclusively at this year's gamescom, Germany. The studio – which is part of the developer family of remote control productions – lets press, YouTubers, partners and trade play the game for the first time, and experience the role of the commander and control thousands of drones.

In *Drone Swarm*, which is being developed in close collaboration with the community and exclusively for PC, the player takes the role of the commander of the mothership "ARGO". On his ship, he travels the universe on a desperate search for a new habitat for destroyed Earth's few survivors. To save humanity, the player has to control and guide an armada of thousands of drones and apply unique tactics in his fight against foreign alien races.

Both the drone swarm and the mothership can be expanded and improved using knowledge gained from previously explored alien technology. However, it's not all about tactical combat in *Drone Swarm*; the meta game offers so much more. While the player ventures deeper and deeper into the universe, he meets alien civilizations that continue to develop – with or without the player. Negotiating with the aliens requires sure instincts; the decisions the player makes directly influence whether he makes new friends – or bitter enemies. The same goes for the officers on his ship, all of which have their own individual goals and actively react to the decisions of the player.

The thrilling background story about the voyage of the "ARGO" through distant galaxies desperately searching for a new home for humanity is written by Aaron de Orive, Senior Writer of Star Wars: The Old Republic and Lead Writer of Metroid Prime 3: Corruption.

Julian Mautner, founder and CEO of stillalive studios, is pleased with the recent progress: „With its innovative features and tons of both strategic and tactical options, Drone Swarm will be a feast for every strategy fan.“

The game, which is being developed exclusively for PC, is expected to be released in 2017.

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

More information about rcp:

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About remote control productions GmbH

remote control productions (rcp) is leading 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. 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 a 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, Ubisoft, Koch Media, ProSiebenSat.1 Games, Ravensburger Digital, Deutsche Telekom, Gamevil, RNTS Media, Chillingo, Volkswagen, Spilgames, dreamfab, Bigpoint, Intel and Audi.