**Galactic RTS/FPS-hybrid Executive Assault 2 out now on Steam Early Access**

*Designed and coded by a one-man development team and is the follow-up to the smash-hit Executive Assault which sold 50,000 copies*

18 October, London, UK - Wannabe intergalactic CEOs: get ready for cosmic domination as space combat/strategy title *Executive Assault 2* has make its long-awaited landing onto Steam Early Access.

Created by solo indie developer Robert Hesketh of Hesketh Studios, *Executive Assault 2* is the sequel to *Executive Assault*, which was critically praised for its unusual combination of real-time unit command gameplay and fast-paced FPS action as players seamlessly jump into the boots of different units at the click of a button. *Executive Assault* has garnered a “Very Positive” Steam rating from over 1,000 reviews since launch.

With the Earth destroyed, players must grab their suit and tie as they begin life as a CEO of an inter-galactic corporation whose business objective is to take over planets in a bid to accumulate as much wealth as possible in a galactic wild west of chaos and lawlessness. Gamers can customise their corporation as they see fit, with the emblem and company, unit and product names all set by the player.

The gameplay is split into two distinct types: real-time, top-down strategy known as Tactical Mode and first-person, fast-paced combat action called Direct Control mode.

In Tactical Mode players leave behind their assault rifle in favour of a control panel as they command their fleet aboard the bridge of their space station. From there, players can research over 60 technologies and build 14 different units including 12 ships and multiple soldiers – all of which can be upgraded with 28 different skills in the game’s diverse upgrade tree. With their army prepared, players set-out to assassinate multiple rival corporation CEOs in order to take over nine large-scale system while battling against the various environmental factors, including ion and asteroid storms. Once a system is secure, players can then create multiple types of outposts to yield various materials. This includes mining outposts to mine minerals, research outposts for new technologies and defensive outposts for improved fortifications.

In Direct Control mode, players take control of any individual unit, whether that’s a ship soaring over the planet Tarkonis or a high-grade military soldier deployed on an enemy transport ship. Each unit has a plethora of weapons to equip including blasters, rifles and explosives. Turning the tide in battle is the game’s super-weapon, the Monolith– capable of destroying an entire star-system at the push of a button.

All business leaders need good allies to be successful, and that’s why players can team up with friends and other players worldwide in the game’s PvE multiplayer mode. One player assumes the role of CEO and tactician and the other, a soldier or ship unit, with all the loot split straight down the middle. Those with loftier ambitions can embark in PvP, pitting players against one another in a bid for total planetary dominance.

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**Notes to Editors**

Access the press kit containing the release and visuals here: <https://drive.google.com/drive/folders/1IxCzDvGnsOK5M7KOGH54EUTsb_zkPp2r>

Store page: <https://store.steampowered.com/app/510500/Executive_Assault_2/>

Twitter: <https://twitter.com/execassault>

Facebook: <https://www.facebook.com/executiveassault/>

Website: <http://executiveassault.com/ea2/>

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**About Hesketh Studios**

Hesketh Studios is a London-based studio founded in 2014 by solo indie developer Robert Hesketh, with the goal of creating unique games that meet the demand of gamers worldwide.