

GalaCollider

*Master your Strategy. Conquer the Galaxy.
A constantly evolving card game.*

August 18, 2015 - Santa Barbara, CA - NeoCruz Ltd. is showcasing at the Foam Brain booth during PAX Prime 2015 and invites you to play the pre-Beta demo for their upcoming game GalaCollider: a digital 4X strategy card game.

Welcome to where worlds collide. Four billion years in the future, Earth is a lost memory, eons ago devoured by the same sun that gave it life. The Milky Way is in the middle of a multimillion year collision with its neighboring galaxy, Andromeda, stirring distant alien factions to sound the drums of war.

In GalaCollider, command your ships as either the human-descended Coalition or the alien Sylith faction as you compete for control of the constantly changing galaxy. The starting decks of both factions offer highly varied strategies, allowing for everything from fast and aggressive moves to careful and defensive plays. Build a custom deck around your favorite strategies, and then choose which tech trees to develop for a calculated and devastating win. GalaCollider eliminates the twitch gameplay and micromanagement of resources that often makes space strategy games unapproachable, instead creating a deep-strategy experience that is accessible to everyone.

Game Features

- Combines the strategy of 4X games with the deckbuilding and drafting elements of digital card games.
- Deckbuild beforehand but react to your opponent's deck on the fly by using blueprint modifications, changing your ships' ability and appearance in-game.
- Simultaneous turns keeps games shorter so you can play on your schedule.
- Conquer the galaxy as the alien Sylith faction or the human-descended Coalition, and stand your ground as more factions join the fray post-release.
- Predetermined card packs let you make smart purchases to draft your ideal decks. Card packs are not randomly generated. The type and amount of cards is known to players.
- GalaCollider's philosophy is that all players, including F2P, can be competitive. Everyone receives starter decks for each alien faction and can acquire expansions with in-game currency, which is acquired through regular gameplay and can also be directly purchased from the in-game store.

What People are Saying

"[. . .] you're building decks beforehand, but then your deck can change throughout the course of a game. That's a really neat mechanic." - Brad Cummings, Board Game Geek

<https://www.youtube.com/watch?t=288&v=RPvMg4EIGjE>

"[NeoCrux] has put a whole lot of thought into deckbuilding. It's nice to see that it's not just, 'Here's an attack card. Here's a defense card.'" - Travis Williams, Reflective Riot

"This is a pretty ambitious game, and I say that in a good way." - Jose San Mateo, Indie Haven

While at PAX, we'd like to invite press to stop by the Foam Brain booth and have a demo and/or interview with some of the team members. To schedule a demo, please contact the email below. We hope to hear from you soon!

About NeoCrux

Founded in January 2015, NeoCrux is a small indie studio whose team members have banded together from around the world to create GalaCollider. With members whose previous credits include Shadow Era, Whispering Willows, and more, they seek to ensure that GalaCollider will become the engaging game that they've envisioned.

Press kit

Images and more information can be found at our press kit

<http://press.neocrux.com/sheet.php?p=galacollider>

Site and Social Media

<http://galacollider.com/>

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

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