



Microtale's NeoWars hits Google Play and iOS Appstore today!
Steam Greenlight started and itch.io PC demo available.

Be the best strategist of your MegaCorp, fighting over resources in this RTS mobile game.

NeoWars sets a new benchmark in the node-based RTS genre (Galcon, 10Tentacle Wars, Auralux) in terms of art, gameplay depth and its unique monetization model.

Checkout our trailer: <https://www.youtube.com/watch?v=IjJ-HQjQirs>

Gameplay

Land your harvesters on a planet to gather its resources. Connect it to an empty resource field to take it over, and build an efficient distribution network between your harvesters. Beware, you are not alone. Up to three enemy AI players battle with you for the last remaining harvester. Be smart and quick to achieve a phenomenal victory. Use 35 different upgrades, buffs and de-buffs to gain the edge over your enemies.

GameplayTrailer: <https://www.youtube.com/watch?v=MtLXFpp5E-U>

Unique Monetization on mobile:

We are two indie devs who have been slaving away in the f2p industry for years, and wanted to deliver a new fair approach to players.

The game features a unique payment model called "Free2Paid". The game is free to download, but with every IAP made and every ad watched, players not only get rewarding items in return, but fill up a bar that unlocks an ad and IAP-free version of the game. New balancing kicks in; the game now behaves like you would have initially paid for it.

Gamers on reddit seem to be quite interested in it:

http://reddit.com/r/AndroidGaming/comments/4fgtr4/neowars_will_let_you_unlock_its_paid_mode_by/

Features

- Beautiful minimalist art sci-fi setting
- Tactical game-play with 5 different environments
- Campaign with 50+ planets (levels) to conquer
- 4 permanent upgrades and 35 buffs/de-buffs in 5 rarities
- Advanced enemy AI with up to 3 opponents on a single map

The game is now available for free on

iOS Appstore: <https://itunes.apple.com/us/app/neowars/id1107282504?mt=8>

Google PlayStore: <https://play.google.com/store/apps/details?id=net.microtale.neowars>

Steam Greenlight: <http://steamcommunity.com/sharedfiles/filedetails/?id=682627374>

Itch.io PC demo <https://microtale.itch.io/neowars>

For more information visit the homepage <http://neowars.net>

About Microtale

Microtale is an independent, south German game developer run by Peer Draeger and Matthias Schindler. It was started in November 2015, shortly after the termination of the flaregames development studio in Karlsruhe. Matthias was studio head and technical director, Peer was art director and creative advisor. Since then they were busy developing NeoWars, which will be their first release.

Microtale's sole focus is to create unique game experiences. As an indie studio, it also has the freedom to stray from the beaten path of f2p gameplay and monetisation models.

All assets including trailer and screenshots can be found in our press kit <http://neowars.net/press>

Contacts

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