

PRESS RELEASE

We are under attack: Sturmwind pilots, fall in for saving the world in April 2013!

Munich, March 14th 2013

Antritt zur Weltenrettung!

The fierce enemy's troops have already reached our world's doorsteps and we are running out of time! Our reconnaissance drones have detected 16 promising locations for our search of „Mother“, the planet of our living ancestors.

After several development steps by Duranik and redspotgames the launch date for your mission is clear.

Sturmwind pilots, your all-dominant mission will begin on April 24th 2013. All documents will be sent to you until this very date.

Fight over 20 boss enemies in 16 levels. In addition to the so-called "Award Trophy System", there will also be an internet highscore list in which your performance can compete against each other worldwide.

Your wings of steel are now our last resort.

Stay ready for further instructions. Over and out.

Portfolio redspotgames:

- Last Hope (Shoot 'em Up / Sega Dreamcast / 2007)
- Wind and Water: Puzzle Battles (Puzzle Adventure / Sega Dreamcast / 2008)
- Rush Rush Rally Racing (2D Racing / Sega Dreamcast / 2009)
- Solar Struggle (Arcade Action Shooter / Xbox LIVE® Indie Games / 2010)
- Solar Struggle Survival (Arcade Action Shooter / Xbox LIVE® Indie Games / January 2011)
- Rush Rush Rally Racing (2D Racing / Nintendo WiiWare / April 2012)
- Sturmwind (Shoot 'em Up / Sega Dreamcast / April 2013)

Further information about Sturmwind can be found at www.redspotgames.com

About redspotgames

redspotgames is an independent publisher and distributor of interactive entertainment software. Established in 2005, the publisher and distributor is a breath of fresh air among its competitors. The company's portfolio began with the international publishing, distribution and promotion of three of the most high-class titles within the Dreamcast™ Indie Games library: Last Hope, Wind and Water: Puzzle Battles and Rush Rush Rally Racing. redspotgames gained international publicity by continuing to support the SEGA® Dreamcast™ videogame console at the end of it's lifecycle. Meanwhile, redspotgames expanded its scope by publishing new challenging interactive entertainment software on the leading hardware platforms - Nintendo WiiWare™, Xbox® LIVE Indie Games and PlayStation® Network. redspotgames is headquartered in Munich, Germany, and has worked with development studios from around the world, from the Netherlands to Costa Rica.