



Hostile Worlds

About Hostile Worlds

Hostile Worlds is a multiplayer real-time tactics game for the PC which puts the player in charge of a small squad of human soldiers facing enemy players, brutal aliens and even hostile terrain.

Two to eight players, divided into two teams, battle each other on a desolate alien world. Each team's goal is to collect a certain amount of alien artifacts while constantly being under attack by the opposing team and AI controlled aliens. The game mode is inspired by classical shooter Domination games, but improves on that by allowing glorious comebacks and ensuring a thrilling match until the very end.

Hostile Worlds' core experience consists of choosing your own tactic and play style by constantly customizing your squad during the game: Several unit types are available and each comes with a unique set of characteristic abilities which can be unlocked by leveling.

About 2nd Reality Studios

2nd Reality Studios is a games developer founded back in 2010. Situated in Hamburg, Germany, three students of Hamburg University of Applied Sciences lead a team of young, passionate designers, programmers, artists and sound engineers. *Hostile Worlds* is the team's debut title, however, every one of them has already worked on several titles before.

Nick Pruehs	Programmer
Daniel Thiele	Lead Artist
Marcel Koehler	Programmer

Sound Design	Kevin Salchert
3D Assets	Peter Aldred, Jason Mathews, Chris Soyere, Pat Saweit
Web Programming	Brian Montana
Level Design	Mark Mueller
Technical Assistance	Pascal Bady
Particle Effects	Dmitry Vitkin
Story Writer	Stephen Kent

Quickfacts

Genre:	Real-Time Tactics
Setting:	End Time, Science Fiction
Engine:	Unreal Engine 3
Platform:	PC
Players:	2 – 8
Match	
Duration:	20 minutes
Target	Competitive
Group:	hardcore gamers

Contact Us

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