

Press release

Take Off – The Flight Simulator

astragon Entertainment GmbH
Limitenstraße 64-78
41236 Mönchengladbach

Fon +49 (0) 21 66 - 6 18 66 - 0
Fax +49 (0) 21 66 - 6 18 66 - 20
Email presse@astragon.de

Please proceed to Gate 96A!

Moenchengladbach/Germany, June 01, 2016 – The tanks have been filled, the luggage has been stored, the cabin crew is standing by – **Take Off – The Flight Simulator** is ready for boarding! All passengers are now called to proceed to their departure gate, so that their flight can lift off on June 9, 2016.

The dream of flying will at least come virtually true for all airplane fans on iPhone®, iPad® and Android devices with **Take Off – The Flight Simulator!** Ambitious pilots can climb into the detailed cockpits of 14 realistically recreated planes and take course on the big airports of 21 famous cities such as Paris, New York, Hong Kong or Frankfurt. Depending on the player's career progress other destinations for business and holidays include London, Moscow, Seoul, Bangkok or even Sidney.

The player starts his career in the free flight mode which will let him explore the eight main islands of Hawaii in a completely open game world. **Take Off – The Flight Simulator** will also offer exciting and varied missions such as rescue flights, emergency landings, tourist services, cargo flights and many more. Successful missions are rewarded with new flight licenses, which in turn can be used to unlock bigger planes.

New vessels will be added to the player's own airline bit by bit. These can be sent on flights across the globe via the game's world map to earn more funds. This enables the captain to upgrade the planes of his fleet for more security and an increase of speed.

An extensive tutorial helps with a successful start into the player's piloting career by comprehensively explaining each of the gameplay functions and controls to beginners and advanced aviators alike. Additional to the 3D cockpit view there are several more camera angles to be chosen from, which will make the breathtaking landscapes even more enjoyable to the player.

All aircrafts from the single-engine light airplane to the giant jumbo jet can be navigated across the skies either by virtual joystick, slider or motion controls – including take-offs and landings. Here, the pilot should always keep an eye on the weather conditions as rain or fog can turn an otherwise easy landing into a real challenge!

Take Off – The Flight Simulator will be available on June 9, 2016 in the Apple® App StoreSM and on Google PlayTM.

For updates and news on **Take Off – The Flight Simulator** please visit us on:

www.facebook.com/TakeOffSim or <http://www.takeoff-mobile.com>

And the **official release trailer** can be found here:

https://youtu.be/x5_T8q2WnUY

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Press contact:

Felix Buschbaum

Head of Public Relations

Phone: +49 (0) 21 66 - 6 18 66 - 60

Fax: +49 (0) 21 66 - 6 18 66 - 20

Email: f.buschbaum@astragon.de

About astragon Entertainment GmbH and astragon Sales & Services GmbH

The astragon Entertainment GmbH and the astragon Sales & Services GmbH have emerged as the core of the newly created astragon group formerly consisting of the two games publishers astragon Software GmbH (founded in 2000) and rondomeia Marketing & Vertriebs GmbH (founded in 1998) in July 2015. Today, the astragon group is the second largest producer and marketer of computer games in Germany (number of units CD-ROM/DVD as per GfK Media Control, complete annual evaluation 2015).

The main focus of the group's product range lies with casual games and technical simulation games for PC. Adventure games and economy simulations complement astragon's diverse portfolio. The popular game series "Big Fish Games", "play+smile" and "Best of Simulations" form three strong umbrella brands by astragon in retail market. Additionally to the distribution to retail partners in the German language area by the astragon Sales & Services GmbH, products are also marketed internationally under license and via download by the astragon Entertainment GmbH. Games for consoles, mobile devices as well as smartphones and tablets complete astragons product range. For more information, please visit www.astragon-entertainment.de.

About Jujubee

Jujubee is a games development studio located in Katowice, Poland, best known for the FLASHOUT series of futuristic racing games. The company was founded in 2012 by former CD Projekt RED (The Witcher 2), Traveller's Tales (LEGO Indiana Jones, LEGO Batman) and Infinite Dreams (Let's Create! Pottery, Jelly Defense) crew members: Arkadiusz Duch, Michal Stepien and Igor Zielinski. The studio's goal is to create great looking and addictingly fun games for all popular platforms – including iOS, Android, Mac, PC and consoles.