

Press release

Transport Fever

Build your own transport empire!

Moenchengladbach, November 3rd, 2016 – astragon Entertainment is very proud to officially announce the release date of **Transport Fever** today, which will hit the stores on November 8th, 2016. On this date the new transport simulation by Swiss developer studio Urban Games will become available in the form of a DVD box or visually appealing flap box for 29.99 Euro/32.99 USD/22.99 GBP (RRP).

Thanks to the publishing agreement with GAMBITION Digital Entertainment signed in spring 2016 astragon is in the possession of the exclusive retail rights for publishing and distribution in all European countries, Switzerland, Norway, Russia and Turkey.

Transport Fever is the official successor of the transport simulation **Train Fever**, first published by astragon in 2014. Additionally to railways and trucks **Transport Fever** will also include the movement of goods and passengers by ship and plane, which will in turn allow for even more multi-layered complexity regarding the game's logistic and economic systems.

Just as its popular predecessor **Transport Fever** will also authentically portray a timespan of about 150 years. Over 120 faithfully recreated trains, trams, trucks, busses, ships and planes in the style of their times will be adding to the game's atmosphere. In addition to the European setting known from the first part **Transport Fever** will offer a complete North-American environment. The player will be able to choose both maps either in the endless game mode or the individual campaign, which will offer a great number of historical missions. These will also act as a tutorial, where the player will discover the manifold gameplay elements of **Transport Fever** and their complex interactions step by step.

Transport Fever manages to create a high degree of authenticity not only through its detailed graphics and lighting but also in great part through its realistic vehicle simulation (including colors and signs of age), a dynamically simulated city development with passenger movement and a complex economic model.

The randomly generated, modifiable terrain with its realistic dimensions gives the player many creative options in the individual design of his virtual world through intuitive railway and road construction as well as development options for train stations, airports, and harbors. The sophisticated gameplay will confront the player with many demanding challenges and **Transport Fever's** more than 50 achievements will not be easily won! All players wanting to individualize their gameplay even further will be delighted with the game's comprehensive modding and STEAM™ Workshop support.

Transport Fever will be available in retail for 29.99 Euro/ 32.99 USD/22.99 GBP (RRP) starting November 8th, 2016.

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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 rondomedia 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 <http://www.astragon-entertainment.de/en/>.

About Urban Games

Urban Games is a young, dynamic, highly motivated and talented team located in Schaffhausen, Switzerland. Team members feature deep knowledge of the genre and expertise in game design and computer graphics. Train Fever was the team's debut title and Transport Fever is their second game. Founded in spring 2013, the company developed Train Fever with four employees and shipped the title in September 2014. With more than 150.000 sales the debut title was a big success and enabled the company to double its workforce. After two years of development, Transport Fever, the sequel of Train Fever, will be released in fall 2016.