**PRESS RELEASE – 4th June 2014**

**EVIL TWINS TO RECREATE EPIC TABLE TOP STRATEGY GAME, VICTORY AT SEA.**

Swindon based game developer Evil Twin Artworks has teamed up with Mongoose Publishing to bring Naval strategy table top game Victory at Sea to the PC. The game is planned for launch on Steam this August.

The new game picks up where the board game left off, playing through three factual theatres of war, all based on real sea battles of WW2. Taking to the helm of Allied Forces ships, you’re thrust into the action through three different game modes; campaign, point-battle and historical. Driven by real world events such as D-Day and escorting the USS Indianapolis to Tinian, players can patrol shipping lanes to cut off supplies to ports before attacking them in night and day combats whilst navigating various weather systems

The game, whilst taking many pointers from the original game, has added many new additions to create a deeper experience for those willing to get their seafaring strategies underway. Evil Twin Creative Director Mark Carroll said “Playing in campaign mode is the most unique aspect of the game. We have built a unique "tide of war" game mechanic where the ships, ports and factions are all operating independently allowing players to move around in a sandbox environment. The world is living and breathing, so rather than controlling the whole campaign, players get to control their own destiny while World War 2 rages on around them!”

There are over 80 historically accurate ship classes that can be sailed into over 120 ports across the world and although simple to pick up and play, the game is difficult to master with hidden depths and details for those who want to delve deeper. Evil Twin has approached their Real time Strategy Campaign from the perspective that not one person or ship won WW2, it was a collected effort from all sides. They have created a game that has a living-breathing world to explore, with the player starting as a Destroyer Captain and making decisions to create their own story as WWII happens around them. Players can rise through the ranks of the Royal Navy and create a fleet of Submarines, or become a US Admiral and command a fleet of Aircraft Carriers in the Pacific, all while the world’s fleets will be attacking ports, harassing shipping and trying desperately to get convoys to where they are needed. What the player does to make their mark in this world is entirely up to them."

Mongoose Creative Director Matthew Sprange said "We are delighted to be working with Evil Twin Artworks, as their attention to detail and passion for gaming matches ours. Seeing our table top concept Victory at Sea be expanded and redeveloped by the team gives us the confidence that we will be working with them in the future on a number of our other titles”

It’s been a great year for the Swindon developer, securing seed funding to develop their nautical adventure from Creative England’s Games Lab funding.

Their mentor from the Games Lab programme, Karl Hilton of Crytek said “The energy and enthusiasm for their subject matter and the care and attention to detail in making Victory At Sea as authentic to its source material as possible is clearly visible from Evil Twin. The game has been developed by a talented group who are passionate about what they are making and that has shone through during the development process. I’m really looking forward to playing it.””

Full release of the game is scheduled to launch this September, with a mobile version coming later in the year. Track the progress of Victory at Sea on Steam at <http://store.steampowered.com/app/298480>

**RELEASE ENDS**

**For more information visit**

<http://www.victoryatseagame.com/>

Press pack - <http://www.victoryatseagame.com/media/>

Steam - <http://store.steampowered.com/app/298480>

Youtube - <http://youtu.be/J1NMaVJprVY>

Facebook - <https://www.facebook.com/victoryatseagame>

Twitter - @VAS\_naval\_war

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**About Evil Twin Artworks**

Evil Twin artworks are a Swindon based games development studio creating original multi platform games including River Cottage Get Foraging for Channel 4 and GooHoo. The Evil Twins are strong advocates for grass roots programming and try to encourage game design and development in their local area, running outreach projects as well as going into schools.

http://www.eviltwinartworks.com

@eviltwinartworks

**About Mongoose Publishing**

Victory at Sea is a highly successful table top game made by Mongoose Publishing, the company behind the Judge Dredd Miniatures Game, Traveller RPG and Babylon 5: A Call to Arms games.

<http://www.mongoosepublishing.com>

@MongoosePub

**About Creative England Games Lab**

The game has been awarded funding by Creative England under the Games Lab initiative. In addition to the funding the Victory at Sea team are very fortunate to be assigned the mentor Karl Hilton MD of Crytek UK. This collaboration has enabled us to realise the full potential of the game. Creative England GamesLab is funded by the European Regional Development Fund (ERDF), supported by the Government’s Regional Growth Fund (RGF) and led by Creative England.

<http://www.creativeengland.co.uk/index.php/portfolio/games>

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