



Press release

[Save lives and combat crime on the high seas!](#)

astragon announces gripping simulation adventure *COAST GUARD*

Moenchengladbach/Germany, September 23, 2015 – 18 months ago the award winning Bavarian developer team Reality Twist started to work on their newest project *COAST GUARD*, a stunning mix of simulation game and adventure. After reaching gold master status today, publisher astragon is happy to announce the game's global release on October 21st, 2015. *COAST GUARD* will be available on STEAM® and other download platforms for \$19.99/£14.99/19.99 Euro.

In *COAST GUARD* the player will slip into the role of Finn Asdair, a charismatic and committed coast guard officer. In a story-driven captivating mix of simulation and adventure game Asdair, together with his crew, will face various challenging rescue and crime fighting tasks on board of their rescue vessel Daniel Defoe. Troubled not only by rough seas but also a complex criminal case which quickly turns into a far reaching conspiracy, Asdair's story is guaranteed to deliver hours of enthralling entertainment to the player.

Luckily, the courageous captain can count on his experienced crew members such as lead investigator Colman Bauers and forensic specialist Larry LaBouche. Together they will thwart their criminal opponents through skillful interrogations and hard-won forensic evidence.

Developer Reality Twist, who can look back on a history of successfully addressing socially relevant topics, has picked a highly dramatic and, for all persons involved, unexpectedly relevant issue in their newest game *COAST GUARD*.

Clemens Hochreiter, CEO of Reality Twist: „We are firm believers of covering highly charged political topics in games. Our game “Missio for Life” about poverty, forced prostitution and dowry deaths has already been on school curriculums for several years now. And our game “Utopolis” not only makes the concept of democracy come alive for basically everybody, but has also won several awards. Admittedly, when we started to write the story script for *COAST GUARD* in the first half of 2014, we kind of already knew that we would be working on a demanding and at the same time controversial project. That the current situation of refugees would catch up to us in the form that all of us are now experiencing was however something we did not foresee. The suffering of refugees from war-torn countries, the conflict with human traffickers and the unsolved problems within the EU concerning this unprecedented high number of persons seeking protection – all these are issues that have been occupying Europe's coast guard forces for quite some time now. In accordance with this, these topics are reflected in the story of *COAST GUARD*. None of our games has been that topical

before and I am grateful, that we will be able to add to the current social discourse with the help of our game.”

Distributor astragon Sales and Services for its part plans to donate a portion of the proceeds from the game’s first sale to a worthy cause, as Reinhard Vree, Head of Product Management astragon Sales & Services explains: “We have not long ago supported the German Maritime Search and Rescue Service through donations from the sales of our last ship simulation game Ship Simulator: Maritime Search and Rescue. We will keep on that course and give 1 Euro of every sold copy of COAST GUARD to #GamingAid4Refugees. “

On October 21st, 2015 COAST GUARD will be available on STEAM® and other download platforms for \$19.99/£14.99/19.99 Euro

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About astragon Sales & Services GmbH

astragon Sales & Services GmbH (previously rondomedia Marketing & Vertriebs GmbH) together with astragon Entertainment GmbH (previously astragon Software GmbH) forms the core of the in July 2014 newly created astragon group. 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 2014).

The main focus of astragon Sales & Services’ product range lies with technical simulation games for PC and mobile devices such as smartphones and tablets. Casual games, adventure games and economy simulations complement the diverse portfolio, as do assorted simulation games for mobile and static game consoles. Additionally to the distribution to retail partners in the German language area by astragon Sales & Services, products are also marketed internationally under license and via download by astragon Entertainment. For more information, please visit www.astragon.de.

About Reality Twist

Reality Twist develops first-class video games for all premium platforms like the Xbox 360, PlayStation 3, iOS and PC, and designs all type of genres for all kinds of target groups - from smart sport games to exciting adventures. For the Munich-based company, an immersive experience, exciting gameplays and thrilling worlds are always in the focus of its products. Reality Twist is a full service provider and offers the complete service spectrum of game development: from pre- and postproduction, conception, design, producing, project management to marketing. High-class and innovative products as well as sustainability are the primary goals during the development. Reality Twist therefore sets high values in an excellent educated team, consisting of programmers, authors, game designers and artists as well as a multiplatform-approach during the development of its products.

Besides a huge know-how about popular game-engines like Unity3D or Trinigy Vision, Reality Twists continuously improves its own basic technologies. By this, the company guarantees its clients not only a technological head start but also a high-efficient and above all a predictable development process.

For the industry, the company develops professional, interactive simulators for theme parks as well as state-of-the-art, interactive exhibitions. Having an in-house media educator, Reality Twist is among the leading serious game developers of Germany. Thus, together with the Goethe-Institut e.V, the educational publisher Braingame or the most visited museum in Switzerland, Reality Twist created educationally valuable and exciting learning applications and has even presented their didactic know-how in this field of work to the German Bundestag. For the pontifical mission “mission München”, the studio developed a transmedial learning course that is mixing interactive elements with real experiencing.

Reality Twist is supported by the level up program of “Game Connection”, Microsoft’s BizSpark initiative, the FilmFernsehFonds of Bavaria (FFF Bayern) as well as the Bavarian state chancellery.

About Gaming-Aid e.V.

Gaming-Aid as a charitable non-profit organization has set itself the task to do good from within the games industry in an altruistic and non-bureaucratic way. Together with both players and makers of video games Gaming-Aid wants to offer swift help to people in distress via monetary and in-kind donations. The organization at the same time sees itself as a spearhead for social commitment within the games industry. For more information or to become a member please visit us at www.gaming-aid.de/en/.