

Press release

Take Off – The Flight Simulator

Go airborne with astragon!

Moenchengladbach/Germany, November 9, 2015 – Fasten your seatbelt, retract the takeoff flaps and push the thrust lever to full throttle! Virtual pilots will get the chance to reach unprecedented heights with astragon Entertainment's **Take Off – The Flight Simulator** for iOS® and Android™ devices in April 2016!

Get ready for takeoff: More than a dozen realistically recreated airplanes from small aircrafts to giant passenger planes will take you to numerous international airports in metropolises such as New York, Los Angeles, London, Paris and Sidney as well as Frankfurt, Tokyo, Dubai, Johannesburg and Seoul.

Additionally to the free flight mode, many varied missions such as rescue operations or emergency landings will test your skills in **Take Off – The Flight Simulator**.

The virtual pilot's career starts on the beautiful Hawaiian Islands, which can be freely explored in an open-world-scenario. After the first flying hours have been completed and the necessary qualifications have been gained, more and more aircrafts, missions and flight destinations will keep the player airborne. Exceptionally talented pilots can even start their own airline during the course of the game. Additional planes can be bought and upgraded for more speed or less fuel consumption.

A comprehensive tutorial, which explains all gameplay functions and game controls, allows beginners and seasoned aviators alike a successful start into their piloting career. Players can control the aircrafts easily and intuitively by either using the virtual joystick or their device's motion controls. The breathtaking views during their flights can be enjoyed not only out of their 3D cockpit but also from numerous other camera angles.

Take Off – The Flight Simulator is currently being developed by the Polish studio Jujubee®, best known for their futuristic racing games series FLASHOUT and their upcoming adventure/survival cross-platform game KURSK.

More details regarding **Take Off – The Flight Simulator** will follow at the beginning of 2016. Continuous updates and news can already be found on:

homepage: <http://www.takeoff-mobile.com>

facebook: <http://www.facebook.com/TakeOffSim>

youtube: <https://youtu.be/e3OGb400Yz4>

For more information on the portfolio of astragon Entertainment please visit:

homepage: <http://www.astragon-entertainment.de/>

facebook: <https://de-de.facebook.com/astragonEntertainment>

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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 2014).

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/en.

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: ArkadiuszDuch, Michal Stepien and Igor Zielinski. The studio's goal is to create great looking and addictly fun games for all popular platforms – including iOS, Android, Mac, PC and consoles.