<https://www.youtube.com/watch?v=M2YPs0AkzvU>

**PRESS RELEASE**

FOR IMMEDIATE RELEASE

**ASHES OF THE SINGULARITY RELEASES ON STEAM EARLY ACCESS ON OCTOBER 22, 2015**

**Stardock Announces Early Access Release Date for its Ground-Breaking RTS Game, Ashes of the Singularity**  
  
**Plymouth, MI. -**[**October 13, 2015**](x-apple-data-detectors://5) - Stardock announced that the alpha of its upcoming massive scale real-time strategy game, **Ashes of the Singularity,** will launch on Steam Early Access for $39.99 [on October 22, 2015](x-apple-data-detectors://7). This 20% discount off the list price of $49.99 will be available for a limited time. The Early Access version will include several different planets to battle over as the Post-Human faction. Both the single-player AI and multiplayer settings will be available for players to choose from.  
  
**Ashes of the Singularity**aims to deliver a real time strategy game with an unprecedented scale by being the first native 64-bit RTS game, as well as utilizing a new 3D engine (Nitrous) that fully leverages modern multi-core PCs. The game is also the first game to support Microsoft’s new DirectX 12 API, which will enable the game to deliver immense world-wide battles and high visual fidelity for each unit.  
  
“Previously, RTS games had to choose between great visuals or lots of units, due to being limited to 32-bit and DirectX 9 based engines," said Brad Wardell, President & CEO of Stardock. "It's one of the reasons that RTS games have kind of hit a wall these past few years. The RTS could be pretty or be epic, but not both. Thanks to the Nitrous engine, we can support tens of thousands of units acting independently as part of a worldwide battle with a distinct visual style."  
  
Set in the distant future, the player starts on a contested planet with a single headquarters. The player must gather resources, build factories, research new technologies, manage a global economy, manufacture massive armies of machine-based constructs, and annihilate all opposition.  
  
"We are very excited to go into early access,” said Wardell. "Given how ambitious this game is, we're going to need all the help we can get from our player base to reach our goal of making this the most epic, large-scale real time strategy game ever."  
  
Besides being the first 64-bit RTS and being the first to use DirectX 12,Ashes of the Singularityalso includes the first asynchronous multi-core real-time AI.    
  
"While we expect the game to have a strong multiplayer community, we are adamant that the single player game have intelligent and challenging computer opponents to play against," said Wardell. "We have team games with friends versus the AI, free for all, and every other combination in place already to help begin testing this part of the game early.  This isn't one of those games where the AI is an afterthought."  
  
**Ashes of the Singularity**is the first game to utilize the Nitrous 3D engine developed by Oxide Games.  This new engine includes a new type of rendering system that has more in common with movie CGI effects than games.  
  
"Nitrous basically does what CGI in movies has done, except in real-time,” said Wardell. "What was considered the realm of pre-rendered CGI in the 90s is now something we can do on the fly."  
  
**Ashes of the Singularity** will be available on Steam for Early Access [on October 22.](x-apple-data-detectors://9) For more information, please visit [www.ashesgame.com](http://www.ashesgame.com/) .  
  
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**About Oxide Games:**Oxide Games is an independent digital entertainment studio focused on delivering revolutionary leaps in PC and console gaming. Its groundbreaking Nitrous engine provides industry-leading visuals and powers its first game, Ashes of the Singularity. Oxide Games is based in Timonium, Maryland. Learn more at [www.oxidegames.com](http://www.oxidegames.com/) .  
  
**About Stardock:**[Stardock](http://www.stardock.com/) is a developer and publisher of PC games and desktop software founded in 1991 by nationally recognized technology expert Brad Wardell. Located in Plymouth, Michigan, Stardock is a leader in the video gaming and software development world.  Its PC games include Sins of a Solar Empire, the critically acclaimed Galactic Civilizationsseries, and the highly anticipated upcoming Ashes of the Singularity. Learn more at [www.stardock.com](http://www.stardock.com/) .

**PRESS RELEASE**

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**Stardock to showcase Ashes of the Singularity with AMD at the PC Gaming Show June 16th**

**- Players who join the Lifetime Founder’s program get access to the upcoming Alpha and all future DLC and expansion content -**

**PLYMOUTH, MI – June 15, 2015** – Stardock will be at the PC Gaming Show event in Los Angeles on June 16th to show Ashes of the Singularity gameplay during AMD’s The New Era of PC Gaming live stream starting at 9:00 AM PST. Ashes of the Singularity is Stardock’s upcoming massive scale real time strategy game where AI and post-humans battle for the fate of their worlds.

Gamers can expect Ashes of the Singularity to push the technological boundaries of what is possible in an RTS while providing gameplay innovations in addition to genre staples like base building, resource management and technology upgrades. “What sets Ashes of the Singularity apart is its ability to simulate massive scale with high visual fidelity,” said Brad Wardell CEO of Stardock and Oxide games. “With our Nitrous engine we’re giving players the ability to command thousand unit armies with very sophisticated AI engaged in world war instead of the small battles RTS players are used to.”

The Nitrous engine’s ability to use all of the available CPU cores to get more out of the hardware that gamers already have enables Ashes of the Singularity to have thousands of units on screen, high visual fidelity and more sophisticated AI. Everything in the game is realistically lit by thousands of light sources. Players can zoom out and see multiple, massive battles simultaneously all beautifully rendered without switching to a 2D map or icons.

Gameplay is enhanced by intelligent unit AI that free up a player’s attention to develop tactics to win the larger war. In addition players who have access to DirectX 12 and next-generation GPUs will be able to run Ashes of the Singularity at 4K resolution with the image quality settings turned up for an even more impressive visual experience.

Gamers can watch the morning live stream at [www.twitch.tv/stardock](http://www.twitch.tv/stardock) while the press in attendance will get the chance to meet members of the Ashes of the Singularity development team later that evening during exclusive live gameplay demonstrations and interviews.

To learn more about Ashes of the Singularity and become a Lifetime Founder with lifetime access to all future DLC content and expansions visit[www.ashesgame.com](http://www.ashesgame.com/) .

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**About AMD:** [AMD](http://www.amd.com/)(NYSE: AMD) designs and integrates technology that powers millions of intelligent devices, including personal computers, tablets, game consoles and cloud servers that define the new era of surround computing. AMD solutions enable people everywhere to realize the full potential of their favorite devices and applications to push the boundaries of what is possible. For more information, visit[www.amd.com](http://www.amd.com/) .

**PRESS RELEASE**

**FOR IMMEDIATE RELEASE**

**Transcend Your Mortal Body into the Most Advanced Real-Time Strategy Game Ever: Ashes of the Singularity Announced**

**- Anticipated first game to use Oxide's Nitrous engine debuts at Game Developer's Conference; Founders Program available now -**  
  
**Plymouth, MI – March 4, 2015 –** Humanity embraces its next evolutionary phase while an existential war is waged on an unprecedented scale across the galaxy: at this year's Game Developer Conference, Stardock pulls back the curtain on Ashes of the Singularity, revealing the long-awaited first title to harness the groundbreaking power of developer Oxide Games' Nitrous engine. The Founder's Program for Ashes of the Singularity is now live at[http://www.ashesofthesingularity.com](http://www.ashesofthesingularity.com./).  
  
Humanity long ago shed its mortal skin and developed into beings of pure consciousness. But the Singularity is a thing of the past and the very future of human existence is being threatened. Though the post-humans wield godlike power, they find themselves at war for domination of not just the Milky Way but all galaxies with Haalee, the sentient AI, who is bent on saving the universe from post-human predation.  
  
"In Ashes of the Singularity, players can take command of the forces of either the post-humans or those of Haalee," said Brad Wardell, president & CEO of Stardock. "This is a galaxy-wide struggle in which each 'battle' wages across the surface of an entire planet. The scope of the conflict is unlike anything players have seen before."  
  
Pouring your human consciousness into thousands of deadly constructs, the time has come for you to join epic confrontations where countless robotic manifestations of war smash each other into scrap only to be replaced as factories convert all available matter into a steady stream of fresh war machines. In this war for ever-more intelligence, where control of matter to fuel the expansion of computing power is the only goal, the struggle will inevitably consume the galaxy...one planet at a time.  
  
A real-time strategy game on a scale never before seen, where even the smallest units have diverse, independent weapons systems on them and every shot fired has its own targeting solution and ballistics model, Ashes of the Singularity explores entirely new and engaging gameplay fundamentals coupled with jaw-dropping visuals. With literally thousands of units acting independently on screen at the same time, players are introduced to a familiar infrastructure of real-time strategy gameplay while focusing their attention not on small engagements between a handful of units, but instead waging large-scale wars across multiple simultaneous battlefronts.  
  
"The scale of Ashes required us to create a new type of 3D engine," said Dan Baker, graphics architect at Oxide Games. "We wanted to make a game that didn't just depict a battle but an entire war in real time, with thousands of independent units acting simultaneously."  
  
Ashes of the Singularity offers innovative multiplayer alongside its epic single-player campaign that tells the tale of the Singularity and complications arising from humanity's evolution away from physical form. League structures, leaderboards, stats and other features will be announced as development continues, powered by Stardock's cloud-based Project Tachyon metagaming services (led by lead architect Adrian Luff, who helped build Blizzard's Battle.net).  
  
Founders will be invited to the friends-and-family alpha test before the general public. Founders also get access to exclusive behind-the-scenes development materials in the Founders Vault and a discount off of the game's full price. Dedicated fans can also purchase a lifetime subscription to all forthcoming Ashes of the Singularity expansions and DLC for a one-time cost. Details available at[http://www.ashesofthesingularity.com/store](http://www.ashesofthesingularity.com/store.).  
  
Ashes of the Singularity demos take place this week in booth #2655 by appointment only at the Game Developer's Conference in San Francisco's Moscone Center. Ashes of the Singularity can also be seen in the Microsoft area of the expo floor.  
  
For more information please visit [http://www.ashesofthesingularity.com](http://www.ashesofthesingularity.com./).  
  
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