



Exploring the evolution of board-gaming on PC, consoles and Augmented Reality.
Inkfish Studio's debut cross-platform title will enter Steam Early Access Q2 2021

PRESS RELEASE

London, 25th April 2021

PvP sci-fi strategy board-game built exclusively for PC and console that removes RNG in favour of intense physics-based arcade combat. Send your forces via the galaxy map to recon alien enemy homeworlds and gain intel on their randomised landscapes to plan your offensive. Take direct control of Infantry, Tanks, Fighters or Transports across space and planet-side in epic 6 Player real-time battles to emerge victorious!

Assign your commanders to 1 of 3 phases each day and gain the upper hand strategically, in combat, via research or call on their special power including Cloak, EMP, OverShields and Weapon Priority to change the tide of war. Bribe, Kidnap, Sabotage and Assassinate enemy commanders and place bounties on the head of those foolish enough to betray you.

Harvest asteroids, hi-jack haulers or control colonies to keep the precious tantalium flowing into your great war machine. Research missile upgrades to overcome the cosmic labyrinth and breach planetary defences eons away, paving the way for your ground assault onto the enemy capital.

Opportunities surface often but only adaptable leaders can seize them to progress 1 of the 4 win conditions while remaining mindful of the remorseless threat prowling the galaxy. Rally up forces by converting your foes to fight by your side and amass a great empire to fight in the war to end all others... against the Kollektiv.

Venture onto the battlefield to a masterclass of sound provided by respected Techno and Psytrance artists including [Grouch](#), [Quivver](#), [Burn In Noise](#), [Beat Bizarre](#), [Khainz](#), [Champa](#) and others.

EDNWAR is Strategy War-Gaming Evolved.

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Inkfish's vision doesn't end there; we plan to release on upcoming augmented reality platform Tilt5. EDNWAR is perfectly suited to the emerging technology and we look forward to boosting innovation in the sector.

Project Lead, Mario Kolavos shares his drive to make EDNWAR a reality:

"We're all for next-gen board-gaming at Inkfish and all the possibilities A.R. brings. I can't wait to rock-up to a gaming table and its ready for play in seconds, or not feel forced to hurry a game up because the birds start singing outside. Game-saves are a welcome luxury for tabletop yet rarely available."

"I grew up on Star Wars and Tron in the 80's but what always fascinated me was the glimpse of future-gaming that the directors would throw in like [Dejarik](#) on the Millenium Falcon or being able to launch a missile into my brother's face like in the [NUKEM](#) ad in the original RoboCop. Sadly, none of those games were realised so I decided to create the dream game I patiently waited the past 40 years for. Infogrames' [North vs South](#) on the Amiga 500 was also a huge inspiration for EDNWAR, I just pumped it full of steroids!"



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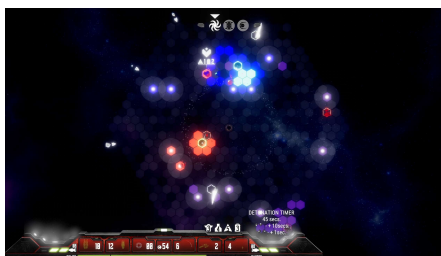
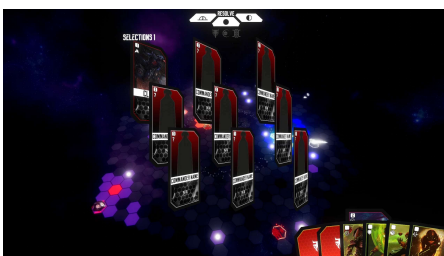
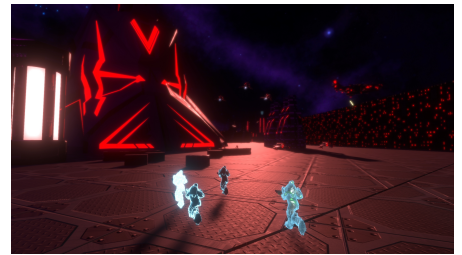
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Hi, thanks for reading. We are asking all writers, editors and influencers to provide a quote wherever possible that we might use in our media. We are a tiny indie studio (just two of us most of the time) and have had very little time to market our game. We could really use any help or advice you are willing to offer. Thank you for your consideration.