



## Frost Giant Studios Unveils *Stormgate*®'s Infernal Host at gamescom 2023

*Fan-favorite army - the Infernals - from Frost Giant's highly anticipated real-time strategy game was featured on Opening Night Live*

Wishlist [Stormgate on Steam](#)

COLOGNE, Germany – August 22, 2023 – Hot on the heels of one of the most-wanted Closed Alpha playtests in PC gaming history\*, Frost Giant Studios shared a devilishly fun development update for its real-time strategy game, **Stormgate**®, during Opening Night Live at gamescom 2023. The behind-the-scenes video featured the **Infernal Host**, a demonic race of alien invaders and one of the game's playable army factions.

*Stormgate* takes place in an all-new *post-post-apocalyptic* science fantasy setting where Earth is a battlefield between warring factions. Humanity has survived the Infernal Host's initial invasion and is fighting back. At gamescom 2023, Frost Giant unveiled **Shroud**—the faction-defining game system that separates the magic-wielding Infernal Host from their tech-based human counterparts. Shroud is a dark, swirling field of magic energy produced by key Infernal structures, allowing for powerful Rituals to be cast and providing significant advantages to any Infernal units within it. In addition, the development update video featured three key Infernal units – the worker Imp, the Fiend, and the Brute.

Previously only shown as concept art, and capturing the hearts of players everywhere, the Imp is the adorably cute big-eared Infernal worker unit. These minions primarily gather resources and summon Infernal structures, but they can also set themselves ablaze to trigger a fiery Imp-losion.

The Brute is a beefy two-headed ogre unit that can split itself down the middle, leaving behind a bloody mess, to unleash a pair of fast-attacking Fiends. Infernal commanders will test their skill by pushing their Brutes to absorb as much damage as possible before unleashing the beasts within.

“We're making *Stormgate* for everyone who has been waiting far too long for the next great

RTS—including ourselves.” said Tim Morten, CEO and production director at Frost Giant Studios. “The progress we shared tonight on Opening Night Live reflects our team’s commitment to creating an engrossing RTS built around highly asymmetric factions that players can enjoy mastering for years to come.”

At gamescom 2023, Frost Giant Studios also announced that Grammy award-winning EDM DJs and producers **the Chainsmokers** are advising on the game’s soundtrack. Audio Director Alexander Brandon (*Unreal, Deus Ex*) has brought together composers beloved for their contributions to some of the most memorable RTS games and soundtracks in history, including Tracy W. Bush (*StarCraft* and *WarCraft III*) and **Frank Klepacki** (*Dune 2, Command & Conquer*). Voice talent from genre classics will also be playing feature roles in *Stormgate*.

*Stormgate* is coming to Windows® PC via [Steam](#) and will be **free-to-play**. It will feature:

- **Solo and co-op** campaign with new missions released regularly
- **a cooperative 3vE** (three players-vs.-AI) mode, featuring ways to customize armies to create powerful synergies
- fully-integrated in-client esports, including **1v1 ranked** matches on the competitive ladder and a future **team-based 3v3 mode** with unique win conditions
- an **in-game Editor** released post-launch for the community to build **custom games, maps, and mods**

In *Stormgate*, players will experience crisp, ultra-responsive gameplay only made possible by the team’s proprietary **SnowPlay™** technology. *Stormgate* runs **64 tick servers**, able to recognize player inputs approximately three times as often as *StarCraft II*. *Stormgate* will also be the first real-time strategy game to feature **rollback netcode**, a predictive technology considered a “game-changer” in the fighting game community. Rollback improves the feel of online multiplayer gaming by maintaining fast and smooth gameplay, even if the players have varied internet connection speeds. *Stormgate’s* globally-deployed, highly performant servers are also designed to bring players together around the world through painless online experiences.

Built in **Unreal Engine 5**, *Stormgate* will support high-resolution HD visuals in 4K and hundreds of unit models in epic, large-scale wars across a variety of maps and tilesets. At gamescom 2023, Frost Giant shared a first look at a new **Deadlands** tileset, which custom map makers can use to reflect the game’s post-apocalyptic setting. The user interface is also being designed to make RTS more approachable by eliminating unnecessary inputs, automatically assigning units to control groups, and streamlining gameplay. This includes new quick macro buttons on the intuitively-designed command grid that simplify common army- and base-building commands.

“We’ve been floored by the demand for the *Stormgate* Closed Alpha and are incredibly grateful for the high-quality feedback we’ve already received from our incredible community,” said Tim Campbell, president and game director at Frost Giant Studios. “We will continue to welcome even more players to the *Stormgate* Closed Alpha test later this year.”

*Stormgate* is being developed by Frost Giant Studios, an independent game developer founded by key members of the teams behind some of the most acclaimed PC games of all time, including Blizzard Entertainment’s *Warcraft® III* and *StarCraft® II*. *Stormgate* is currently in closed alpha testing and scheduled to commence closed beta testing later in 2023. To learn more, visit [playstormgate.com](https://playstormgate.com), where you can sign up to be among the first to play.

*\*As measured by total beta signups and offers of first-born children.*

### **About Frost Giant Studios, Inc.**

Southern California-based Frost Giant Studios was founded in 2020 by Tim Morten and Tim Campbell, veteran game industry leaders who, along with the rest of the development team, helped create some of the most acclaimed and best-selling PC games of all time. The studio’s debut title, *Stormgate*™, is a free-to-play real-time strategy game set on a post-apocalyptic future Earth. Headquartered in Irvine, California, with remote talent from around the world, Frost Giant Studios is committed to a work environment built on collaboration, inclusion, and mutual respect. For more information, please visit [frostgiant.com](https://frostgiant.com).

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