

Ashes of the Singularity: Escalation v3.1 Optimizes Performance, Improves Balance and Visuals

Plymouth, MI. – September 08, 2021 – Stardock’s massive-scale real-time strategy game received an update today that reduces load times and improves combat balance and visuals.

Ashes of the Singularity: Escalation takes place in a post-technological singularity world where sentient AI, known as the Substrate, are in a war of annihilation against the Post-Human Coalition.

"This update makes significant improvements in performance," said Stardock CEO Brad Wardell. "We increased the number of CPU cores that can simultaneously interact with the GPU from 8 to 16 which should translate to smoother performance when thousands of units are on screen."

The Turtle Wars and Entropy scenarios have been re-balanced in order to implement changes from previous version updates. Additionally, the Nashira map has been adjusted to correct some pathing issues that were previously reported.

The v3.1 update is now available. Players can get *Ashes of the Singularity: Escalation* on [Steam](#) or [Stardock](#) for \$29.99. To learn more, visit the forums and www.ashesofthesingularity.com.

Screenshots

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Contact press@stardock.com for media inquiries.

About Stardock: Stardock is a developer and publisher of PC games and desktop software founded in 1991. Its PC games include Sins of a Solar Empire, Galactic Civilizations, and Ashes of the Singularity.