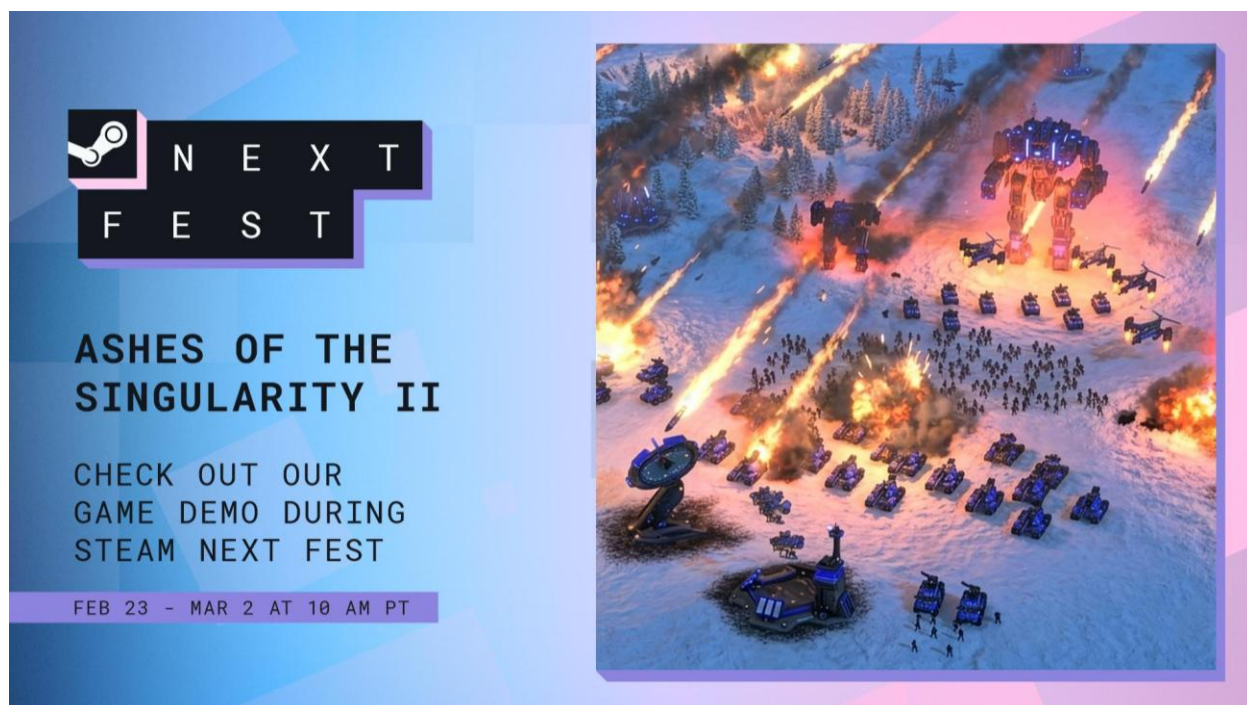


# Ashes of the Singularity II Demo Available Now on Steam Next Fest

*Free massive-scale RTS demo includes two factions, 8-player multiplayer,  
three maps and full skirmish mode*



**PLYMOUTH, Mich. – February 23, 2026** – Stardock Entertainment and Oxide Games announced today that a free demo for *Ashes of the Singularity II*, the highly anticipated sequel to the massive-scale RTS, is available now as part of [Steam Next Fest](#). The demo will feature two factions, 8-player multiplayer, and full skirmish mode. *Ashes of the Singularity II* is an RTS where you command thousands of units across continent-sized maps, fighting a war for control of the solar system.

*Gameplay Trailer:*

[https://youtu.be/OGix7n\\_B\\_I](https://youtu.be/OGix7n_B_I)

The *Ashes of the Singularity II* demo is set in a near future where the United Earth Forces represent humanity's last stand against the Post-Human Coalition. Each faction commands unique units, with the advanced Post-Humans fielding mechs and tanks with energy weapons vs. the UEF's flesh and blood army. Players will battle it out to determine the winner.

"We built *Ashes of the Singularity II* for people who want to think like a general, not compete in a clicking contest," said Brad Wardell, CEO of Stardock Entertainment. "Your strategy should decide the battle, not your APM. Next Fest is a chance for players to find out if that's the kind of RTS they've been looking for."

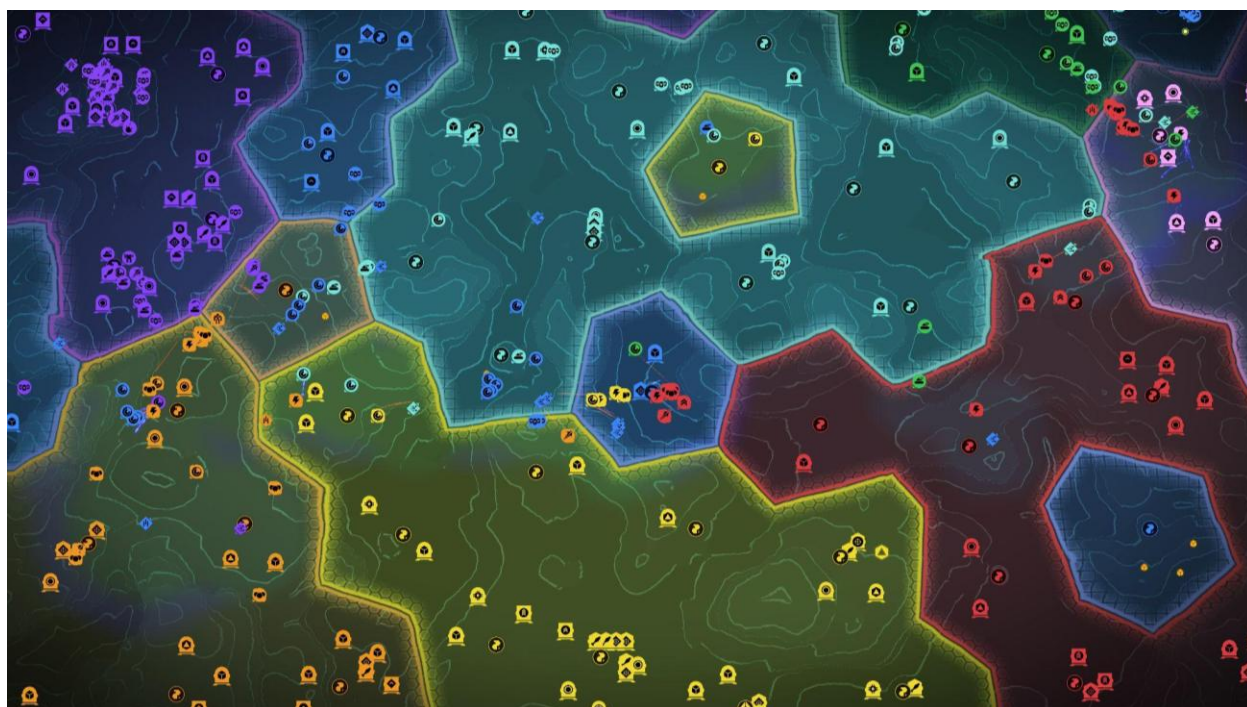
## Demo Features Available:

- Two playable factions: United Earth Forces and Post-Human Coalition
- Skirmish mode against AI
- Full multiplayer for up to 8 players (with AI backfill as an option)
- Three maps: Small (2-4 players), Medium (2-6 players), Large (2-8 players)
- Arctic and Desert Environments
- Day and Night scenes
- Save and load functionality



Developed by Oxide Games, renowned for their technological innovation, and published by Stardock Entertainment, the company behind the acclaimed *Sins of a Solar Empire* series, *Ashes of the Singularity II* promises to elevate the RTS genre once again.

Players eager to join the fight are encouraged to [play the free demo during the Steam Next Fest](#) and [wishlist \*Ashes of the Singularity II\* now on its Steam page](#). Engage directly with the development team and community through the [official Discord](#). For more updates, visit [www.ashesofthesingularity.com](http://www.ashesofthesingularity.com).



### **About Stardock Entertainment**

Stardock is a pioneer in the strategy gaming genre headquartered in Plymouth, Mich. that has been developing and publishing strategy and simulation games since 1993, starting with the original release of *Galactic Civilizations*. Stardock's recent hits include *Sins of a Solar Empire*, *Ashes of the Singularity*, *Elemental: Fallen Enchantress*, and *Offworld Trading Company*. Learn more at [www.stardock.com](http://www.stardock.com).

### **About Oxide Games**

Oxide Games is a video game studio founded in January 2013 by a group of veteran strategy game developers, including Dan Baker, Brian Wade, Marc Meyer, Tim Kipp, and Brad Wardell. Leadership at Oxide Games previously worked on ground-breaking strategy titles, such as *Sid Meier's Civilization V & VI*. Oxide Games developed the Nitrous Engine to support the release of *Ashes of the Singularity*, which continues to set GPU benchmarking standards. Oxide Games released 4X grand strategy title *Ara: History Untold* alongside Xbox Game Studios in 2024.

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