Call to Arms - Gates of Hell
Press Kit

v.2.7/ 11-2023

Project description

Call to Arms - Gates of Hell is a RTT/ RTS game, made by Barbedwire studios and published by Digitalmindsoft. It aims to portray the second world war realistically.
It is deeply immersive for its genre, stunningly beautiful and based on historical facts and real locations.

Project history

In fall 2015, a small group of developers decided they wanted a more immersive and better-looking game than the ones they knew. They set up Barbedwire Studios and started developing Gates of Hell as their first project, aiming for more immersion and realism. One could say that the project was born out of a passion for history and out of love for the game genre.

Project scope

Call to Arms - Gates of Hell is a DLC for Call to Arms, published by Digitalmindsoft. It uses a 64- bit development of the GEM2 engine and plays on Windows PCs.

The initial release, **"Ostfront"** (published June 2021), contains 2 factions (USSR and Germany).
On June 8th 2022, **"Talvisota"**, was the first expansion to be published. This added Finland as a playable nation/ faction.
On November 18th 2022, **"Scorched Earth"** was published. This expanded the original "Ostfront".
On November 29th, 2023, **"Liberation"** was released. This DLC added the USA to the game, on the European Western front of 1944 - 45.

Development of more DLCs is planned to continue well past 2025.

GEM2 games have been around since 2004. Gates of Hell differs from these because nothing - except the engine - was re- used from other titles.
So what's new in Call to Arms - Gates of Hell? Animations, effects, sounds, maps, assets, briefing videos, dynamics - basically everything - is brand new.

Another significant step is the instantly switchable views for all units. In GoH, tanks and vehicles have switchable top- down, 3rd and 1st person views. Infantry has top- down and 3rd person views, while some specialized infantry units such as snipers and officers also have 1st person views. This is an exclusive feature of all Call to Arms titles.

Links & social media

Our official Discord server is the best place to find scoops.
Feel free to re- use any of our images published on or after June 11th, 2021.
Plan to play? Please start with the official (short) tutorials on YouTube, linked below:

Social media:

YouTube Discord Facebook

Twitter Vkontakte Instagram

Twitch

Steam:

Ostfront Store Page

Talvisota Store Page

Scorched Earth Store Page

Liberation Store Page

Steam Community hub

Websites:

Developer website

Publisher website

Wiki:

FanWiki