Retro streaming platform Antstream blazes past Kickstarter goal - PlayStation 4 stretch goal revealed

New crowdfunding objective seeks funds to fast-track development of PS4 app, beta launch later in 2019 on PC, Xbox One and mobile devices

London, United Kingdom – May 1, 2019 - Antstream, the first cloud gaming platform dedicated entirely to retro games, has surpassed its initial Kickstarter objective having received positive responses from both classic game fans and publishers. A new stretch goal for the crowdfunding campaign, that runs until the 10th of May, have also been announced, with **Antstream** seeking funds to fast-track the development of the PlayStation 4 application of the streaming platform. Scheduled to beta launch later this year on PC (Windows and Mac), Xbox One, and Android mobile devices, backers have the unique opportunity to gain early access **Antstream** at the end of May 2019.

More details can be found on the [Kickstarter page](#) for **Antstream**.

"We have been pleasantly surprised by the positive responses from both the public and publishers," said Steve Cottam, CEO at **Antstream**. "The Kickstarter for Antstream has been a great success already, not only in the amount of funds pledged, but also in our effort in building new relationships with our community and our license partners. With the new stretch goal, we hope to bring the PlayStation 4 version forward, allowing even more fans of retro games to start playing on Antstream before the year is over.

Antstream will enable gamers to enjoy decades of gaming classics, allowing them to play countless carefully curated titles from the '70's, '80's and '90's instantly. Signing up to **Antstream** will give all retro fans fully licensed gaming gems to enjoy such as *Ikari Warriors, Joe & Mac, California Games, Zool and Double Dragon*, without the need for massive downloads or fiddly emulators. **Antstream's** unique multiplayer challenge system adds a new and exciting twist to some of the most iconic games ever created, enabling gamers to challenge their friends to Score Attacks, Speed Runs and Boss Rushes amongst others. Taking advantage of the latest technology in cloud-based gaming, **Antstream** is as simple as installing the app, creating an account, picking a game - and play!

With the beta launch of **Antstream** later this year on PC (Windows and Mac), Xbox One, and Android mobile devices, 400 classic games will be available - with many more licensed titles to be added soon after.

A full list of games so far announced on **Antstream** [can be found here](#).

More details can be found here: [www.antstream.com](#). For the latest updates follow **Antstream** on [Facebook](#) and [Twitter](#).

Assets can be found in [the dedicated press room here](#).

About Antstream
Founded in 2013 by Steve Cottam, **Antstream** is an independent technology company based in London. **Antstream** brings decades of iconic video games to modern devices including PC (Windows and Mac), consoles, and Android mobile devices. Through an affordable subscription, gamers will have instant access to thousands of games playable directly from the cloud, with no downloads or installs. **Antstream** has a strong executive team, including gaming industry veteran Ian Livingstone CBE (Chairman),

Jon Burton as Creative Director (Founder of TT Games), Miyake Kazutoshi for Licensing (former CEO of Sega Europe). For more information, please visit: www.antstream.com.

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