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PRESS RELEASE

The Last Mission Launches on Google Play – iOS Coming Soon, PC Version in Development for Steam

A new space-themed auto-battler and tower defense game arrives on Android while laying the foundation for a unique PC strategy experience.

Independent solo developer Andreas Marks today announced the release of The Last Mission for Android, now available on the Google Play Store.

Set during humanity's final stand against an overwhelming alien invasion, The Last Mission challenges players to defend Earth by building and upgrading a fleet of customizable spaceships, each equipped with weapon tower slots that can be tailored to different combat strategies.

Combining strategic planning with tactical decision-making, the game delivers a unique blend of tower defense and auto-battler gameplay designed specifically for mobile devices while showcasing the core gameplay systems of a much more ambitious project.

A First Step Toward a Larger Vision

The Android release represents more than a standalone mobile game. The Last Mission on Android is the first playable chapter of a much larger vision. It introduces the core gameplay systems that will serve as the foundation for a considerably more complex PC strategy experience.

Rather than adapting an existing PC title for mobile, Andreas Marks chose the opposite approach: releasing the core gameplay as a polished mobile game first to help fund and accelerate development of the expanded PC edition. This approach allows players to experience, and help shape, the game's foundation while supporting its long-term development.

While the Android version focuses on the core combat experience in a streamlined, mobile-friendly tower defense format, the PC edition is planned to introduce deeper strategic systems, larger-scale battles, and additional gameplay modes designed specifically for desktop players.

The long-term vision is to evolve The Last Mission into a deep tactical space strategy game featuring large-scale fleet battles, layered combat mechanics, and greater strategic freedom.

The developer also plans to expand beyond the classic wave-defense mode with additional PC-exclusive game modes, including a dynamic campaign centered on meaningful player choices, evolving progression, and strategic decision-making.

iOS Version Officially Confirmed

Alongside today's Android launch, the developer is also announcing for the first time that an iOS version is currently in development and will be released soon. Until now, no public confirmation regarding an iOS release had been made.

Key Features (Android)

- Space-themed auto-battler and tower defense gameplay
- Build and customize a fleet of defensive spaceships
- Strategic weapon placement and upgrades
- Increasingly challenging enemy waves

- Tactical gameplay with high replay value

Availability

The Last Mission is available now for Android via the [Google Play Store](#).

An iOS version is coming soon.

The PC edition is currently in development and can already be [wishlistd on Steam](#).

About Andreas Marks

Andreas Marks (amarks) is an independent swiss-based solo game developer creating strategy games with a focus on deep, systemic gameplay. The Last Mission begins as a mobile-first experience that introduces the core mechanics of a much larger tactical space strategy game currently in development for PC.

Press Resources

Additional information, screenshots, logos, artwork, and press assets are available on the [official press page](#).

Media Contact

Please use the contact information provided on the [official press page](#).