

RiME

GREY BOX TO PUBLISH *RiME* IN PARTNERSHIP WITH SIX FOOT AND DEVELOPER TEQUILA WORKS

Evocative adventure platformer will debut on gaming platforms in 2017

HOUSTON and MADRID – Aug. 10, 2016 – Grey Box and Six Foot have announced they are teaming up with developer Tequila Works to publish the studio's much-anticipated adventure game, *RiME*.

"From its very first moving reveal, *RiME* has been a game that has excited and fascinated our team," said Christian Svensson, COO of Six Foot. "Tequila Works has put an immense amount of passion and creativity into shaping a beautiful and deeply personal universe, and we're all excited to share that experience with gamers next year."

RiME is a single-player puzzle adventure game about a young boy shipwrecked on a mysterious island after a torrential storm. Players must use their wits to decipher the challenges and secrets of an expansive world strewn with rugged terrain, wild creatures and the crumbling ruins of a long-forgotten civilization. With subtle narrative, colorful cel-shaded artwork and a sweeping score, *RiME* offers players a meaningful journey filled with discovery.

"We've always wanted *RiME* to captivate players' imaginations, capturing that feeling of being a child and experiencing the wonders of a bedtime story for the first time," said Raúl Rubio Munárriz, CEO & creative director of Tequila Works. "We're so excited to find in Grey Box and Six Foot partners just as eager as we are to make that vision for such a personal project a reality."

Additional information about *RiME*, including gameplay and platform availability details, will be unveiled at the beginning of 2017, as Grey Box, Six Foot and Tequila Works ready the title for release later that year.

About Grey Box

Grey Box is a video game publishing brand that champions the idea that games are an influential art form and players should be treated as sophisticated consumers. Grey Box aims to set a unique standard for quality in interactive entertainment. www.greybox.com

About Six Foot

Six Foot was founded in 2000 as an interactive agency, building digital experiences designed to make connections between people, brands and technology more human and meaningful. Now, as a full-service games company with

offices in Houston, Los Angeles and Berlin, the company applies that same passion to building extraordinary video games, providing creative direction, marketing and brand management, front and back-end development, customer service and community support for game publishers, including Grey Box. www.6ft.com

About Tequila Works

Tequila Works, S.L. is an independent boutique studio founded in 2009 by Raúl Rubio Munárriz (founding member of MercurySteam Entertainment, developers of *Castlevania: Lords of Shadow*) and Luz M. Sancho.

Tequila Works' first title, the BAFTA-nominated *Deadlight*, was published in 2012 by Microsoft Studios. The studio is currently working on several original IPs, including the highly anticipated *RiME*.

Tequila Works' philosophy is to create games with gusto. The team consists of a healthy blend of talented veterans from Atari, Blizzard, Disney, Double Fine, Electronic Arts, LucasArts, SEGA and Pixar, as well as new blood from the animation and comic book industries, all of whom enjoy challenging their creative talents and seeing the world with amazement every day. www.tequilaworks.com