

RIME ANNOUNCEMENT

Madrid, 15th August, 2013 - Tequila Works proudly announces their next game RIME, to be published with Sony Computer Entertainment Worldwide Studios Europe as a First Party PS4 exclusive.

Tequila Works, an independent game studio based in Madrid and known for their highly successful horror survival game "Deadlight", will be announcing RIME with SCE at Gamescom 2013.

"In just a few months of collaborating we can see we have found our perfect partner with SCE Worldwide Studios Europe on RIME. They are completely supportive of our process and vision and truly collaborate in the true sense of the word. RIME is something really personal. When we develop a game we continually ask ourselves "where is the Crazy? Where is the Beautiful?" and clearly SCE's commitment with Indies on PS4 respects this and welcomes our originality, which is the best beginning we could imagine" said Raúl Rubio Muñárriz, CEO and Creative Director at Tequila Works.

"RIME is an adventure game that is totally personal and engaging. Our goal is to immerse the player in innovative and emotional ways as he has never seen. What better partner than Sony to push the visual and gameplay experience boundaries PS4 has to offer?! It is a dream to partner with Sony on RIME and truly benefit from everything!" said Jose Luis Vaello, Art director for Tequila works and soul of RIME.

Luz Sancho, Chairwoman, added: "Since our first conversations, SCE Worldwide Studios Europe understood Tequila Works spirit and our attention to detail. They believe in us and the way we create".

ABOUT TEQUILA WORKS

Founded on August 28, 2009, Tequila Works, S.L. is an initiative of Raúl Rubio Muñárriz and Luz M. Sancho. Raúl Rubio Muñárriz, was a founding partner of MercurySteam Entertainment, S.L. of Castlevania: Lords of Shadow fame, a company established in 2002.

Tequila Works' philosophy is to create things with gusto. The team is comprised of highly experienced people throughout the audio visual sector, who still keep the ability to see the world with amazement every day, and enjoy challenging their creative talents.

Tequila Works attracts professionals with a wide experience including staff from Blizzard, Disney, Double Fine, Nintendo, LucasArts, Rockstar, MercurySteam and Pixar. The staff has worked on games such as Psychonauts, Diablo III, Monkey Island, Commandos series as well as the films: Geri's Game and A Bug's Life in the movie industry.