

PRESS RELEASE

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Deadlight: Director's Cut Out Now for PS4, Xbox One & PC

- Annihilate or evade, survival is what it's all about -

Munich, June 21 – The survival horror platformer Deadlight: Director's Cut, is available today for PlayStation®4, Xbox One, the all-in-one games and entertainment system from Microsoft and PC on both Digital and Retail **at 19.99€, £15.99, \$19.99**. With the brand-new Survival Arena Mode which offers interactive defenses and novel weapons, all players can enjoy an even more intense struggle against the horde. In addition, the PS4 and Xbox One versions now also encompass the Nightmare Mode, revealing an alternative ending upon completion of the game.

Playing as Randall Wayne, who is in search of his family in the ruins of a '1986' Seattle, players will solve puzzles and overcome environmental hazards in this tense 2D platformer. As resources such as weapons and ammunition are scarce, diving into battle isn't always the best solution. The choice between sneaking past zombies or annihilating them with melee combat and weapons will be crucial to prevail.

Enhancements to Deadlight: Director's Cut also entail superior controls, improved animations and running at 1080p on all platforms. Additionally available are the original Developer Diaries, which also present an in depth insight to the Deadlight series, as well as the new digital art book.

FEATURES RECAP

- Separated from his family, search the ruins of a '1986' Seattle and uncover the fate of Randall's loved ones
- Solve puzzles and overcome environmental hazards in tense 2D platforming
- Decimate zombies with melee combat and weapons, or sneak past using the environment
- Combat isn't always the answer, especially when ammunition, weapons, and resources are scarce

- Survive endless waves of zombies in the new 'Survival Arena' mode! Use Interactive defences to block zombies and access new areas, or fight back using different weapons like the Machine Gun, Molotov Cocktail and Sniper Rifle and try to rank above the rest in online-leader boards
- Take on the ultimate survival challenge in the previously PC-exclusive 'Nightmare' difficulty mode
- Running at 1080p on all platforms, with superior controls and enhanced animations, this is how survival was meant to look
- Watch the original Developer Diaries and learn more about the Deadlight series!
- Explore the gorgeous art of Deadlight in the Deadlight: Director's Cut digital art book accessed in-game!

PRODUCT DETAILS

Title: Deadlight: Director's Cut

Platform: PS4, Xbox One, PC

Release: 21st June 2016

Developer: Abstraction Games / Tequila Works

Label: Deep Silver

Genre: 2D Side-Scroller / Survival Horror

Players: Single Player + Online Leaderboards

Target Rating: PEGI 18 / ESRB M / USK 16

MSRP: Digital + Retail - €19.99, \$19.99, £15.99

Languages: English (VO), EFIGS

ABOUT DEEP SILVER

Deep Silver develops and distributes interactive games for all platforms. The Deep Silver label means to captivate all gamers who have a passion for thrilling gameplay in exciting game worlds. Deep Silver works with its partners to achieve a maximum of success while maintaining the highest possible quality, always focusing on what the customer desires.

Deep Silver has published more than 200 games since 2003, including its own brands like the open world extravaganza Saints Row, the zombie action franchise Dead Island, and the grim post-apocalyptic future of the Metro series. Upcoming highlights from Deep Silver include Dead Island 2 and Mighty No. 9. Deep Silver also owns the development studios Deep Silver Dambuster Studios in Nottingham, UK; Deep Silver Fishlabs in Hamburg, Germany, and Deep Silver Volition based in Champaign, IL, USA. For more information please visit <http://www.deepsilver.com>.

Koch Media is a leading producer and distributor of digital entertainment products (software, games and films). The company's own publishing activities, marketing and distribution extend throughout Europe and the USA. The Koch Media group has more than 20 years of experience in the digital media business, and has risen to become the number one distributor in Europe. It has also formed strategic alliances with numerous games and software publishers: Bethesda, Codemasters, Capcom, Kaspersky Labs, NC SOFT, Sega, Square Enix and Tecmo-Koei, etc. in various European countries. With Headquarters in Planegg near Munich/Germany, Koch Media owns branches in Germany, England, France, Austria, Switzerland, Italy, Spain, the Nordic regions, Benelux and the United States.

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ABOUT TEQUILA WORKS

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

Tequila Works' 1st 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.

AUTHOR: TEQUILA WORKS

PROJECT: Deadlight: Director's Cut



Tequila Works' philosophy is to create things with gusto. The team consists of a healthy blend of talented veterans from Atari, Blizzard, Disney, Double Fine, Electronic Arts, LucasArts, SEGA or Pixar, and new blood from the animation or comicbook industries, who enjoy challenging their creative talents and keep the ability to see the world with amazement every day.

ABOUT ABSTRACTION GAMES

Abstraction Games B.V. is an independent video game developer located in the Netherlands. Next to being specialized in delivering high quality adaptations for all major platforms as well as enhancing existing games, they are also into developing their own IPs and publishing titles for other developers.

Since 2007, they've been collaborating with many developers and publishers on various ports and adaptations of highly critically acclaimed games. Abstraction's goal is to always create the best gaming experience you can get on any platform, as if the original game had been designed specifically for the platform from the outset.

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