





FIGHT TO SURVIVE AND EXPLORE GALACTIC WASTELANDS OF THE RED PLANET IN 'MEMORIES OF MARS,' AN OPEN WORLD ONLINE SURVIVAL SANDBOX GAME

Prepare for Mission Launch in 2018

CALABASAS, Calif. – Jan. 18, 2018 – <u>505 Games</u> and <u>Limbic Entertainment</u> will bring the hostile and desolate frontier of the Red Planet to life in 2018 with <u>Memories of Mars</u>, an all-new open world online survival sandbox game from the hit developers behind Ubisoft's <u>Might & Magic</u>® franchise and Kalypso's *Tropico 6*.

Coming soon to Steam Early Access for PC, Memories of Mars will thrust players into the barren wastelands of the Red Planet where they must explore the unforgiving landscape, build a habitable homestead and fight to survive against a variety of dangers including harsh environmental elements, strange enemy NPC's and perhaps the most dangerous of all, other human survivors.

"Memories of Mars will take players on an epic adventure of survival and exploration as they fight to overcome the mysterious dangers of the Red Planet in infinite ways," said Stephan Winter, CEO of Limbic Entertainment. "We have created an immersive open world environment with seemingly endless possibilities in player progress and exploration all set against the strange and curious backdrop of the distant planet Mars."

- Announcement Trailer: https://youtu.be/5fdFe8ic2sQ
- Memories of Mars Steam Page: http://store.steampowered.com/app/644290/MEMORIES_OF_MARS

"Our partners at Limbic Entertainment continue to impress us with creative and bold ideas that strive to push the limits of the online multiplayer survival genre," said Tim Woodley, senior vice president of global brand and marketing at 505 Games. "Memories of Mars will serve as a strong launchpad for the new year and we look forward to sharing more development news as we gravitate toward early access debut on Steam in early 2018."

As a special token of thanks, players who sign up and opt-in via the <u>official game website</u> will receive an exclusive in-game pattern, and the blueprint for a CZ 457 rifle. The pattern will signify players as part of a core group of fans and it can be applied to equipment, armor, and weapons. The CZ 457 blueprint will help players kickstart their journey and give them a step up from the standard issue pistol. Once obtained, players can produce as many rifles as their storage bins will hold. These are available for a limited time, now through the Early Access Launch. Visit the website and sign up today!

Players can visit the official Steam page today to add Memories of Mars to their Steam Wishlist.





For more information on *Memories of Mars* and to stay up to date on the latest information, visit the <u>official game website</u> and follow *Memories of Mars* on <u>Facebook</u> and <u>Twitter</u>.

About 505 Games

505 Games is a global video game publisher focused on offering a broad selection of titles for players of all ages and levels. The company publishes and distributes premium and free-to-play games on leading console, PC and handheld platforms as well as for mobile devices and social networks.

Publishing highlights in premium games include Last Day of June, PAYDAY 2, Terraria, Portal Knights, Assetto Corsa, ABZÛ, Virginia, Brothers – A Tale of Two Sons and How to Survive. Free-to-play publishing highlights include Battle Islands, Gems of War and Hawken. Distribution highlights include Stardew Valley, Dead by Daylight and Inside/Limbo. Upcoming titles include Laser League, Indivisible (from the development team behind Skullgirls), Underworld Ascendant and Koji Igarashi's next project, Bloodstained: Ritual of the Night.

505 Games has offices in California, United Kingdom, France, Germany, Italy, Spain and China. It works with a network of distribution and sub-licensing partners in all other markets. For more information on 505 Games and its products please visit www.505games.com.

About Limbic Entertainment

Limbic Entertainment is a veteran game development studio based in Germany. Limbic develops and sells game software at both national and international level. The studio's core competences are game design, as well as programming, hosting and maintaining online and client games. Since Limbic was founded, the company has released more than 60 product versions published in more than a dozen languages. Currently, the focus lies on the development of PC games based on Unreal4. Limbic's last release was the TBS game "Might and Magic: Heroes VII" and the accompanying standalone add-on "Trial by Fire". We at Limbic work as a team in a very friendly working atmosphere. Our flat hierarchies make it easy for everyone to contribute their own ideas and to act out their professional ambitions. We acknowledge proficiency as well as we offer chances.

Our team currently consists of about 75 people. Whether we plan an in-house development or work for our business partners, we can always draw from our pool of game designers, project managers, and coders in order to compile the perfect team for the job. Some tasks, as for example visual arts, are usually outsourced to our competent long-term partners. For more information on Limbic Entertainment visit http://www.limbic-entertainment.de.

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