



Starbreeze IndieLabs signs its second title with KeokeN Interactive's "Deliver Us The Moon"

STOCKHOLM, SWEDEN (November 25, 2016) Starbreeze AB, an independent creator, publisher and distributor of high quality entertainment products, today announced its second Starbreeze IndieLabs project, where the company have entered into an agreement with Dutch studio KeokeN Interactive to publish the title "*Deliver Us The Moon*". Starbreeze will invest 500 000 USD to bring the game to PC and other platforms. Starbreeze will be able to recoup 120% its investment, where after Starbreeze will retain 50% of the revenues after distribution fees. KeokeN will retain 100% of the Intellectual Property (IP).

Deliver Us The Moon is set in the near future where the earth's resources are nearly depleted. The nations of the world have come together to create the Worldwide Space Agency (WSA). Under the banner of the WSA, astronauts were sent to the moon to conduct research aimed at securing the future of mankind. Sadly, due to bickering between countries, no solution has been agreed upon. Now, with man's absolute last resources, you, a brave astronaut gone rogue, take the great step to the moon in a do-or-die secret mission to save humanity.

During your adventure your only companion will be a small robot named ASE, the all seeing eye. Together, you will traverse the moon, explore abandoned facilities and perhaps even uncover some secrets and hidden agendas with the information you gather. Only by working together will you be able to stand a chance in succeeding on delivering the moon!

"We met Koen and Jordy from KeokeN Interactive at E3 in Los Angeles earlier this year. They showed us their game *Deliver Us The Moon* that they've been working on for some time and we were impressed by their progress and their attitude to game development in general. These are young and upcoming independent game developers who know what they're doing but sometimes need a helping hand to make sure their project reach its full potential. We're proud to take the team under our wings and make sure to support and help them make this the best game it can be." said Almir Listo, Starbreeze Global Brand Director.

"One of the most beautiful things to see as a developer is an amazing community helping you kickstart your dream project and make it possible to partner with an incredible publisher like Starbreeze Studios to create a professional and sustainable future. This alliance will make sure we will deliver the moon around the world." - Koen Deetman CEO KeokeN Interactive.

Deliver Us The Moon is in development, release dates and other platforms are to be determined and announced at a later date.

Read more about the game: <http://www.deliverusthemoon.com>

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Starbreeze Publishing and Starbreeze IndieLabs

Starbreeze looks for the potential best partners and will give you the same. Any aspiring stars should contact Mikael Nermark, Starbreeze COO at business@starbreeze.com.

Starbreeze aims at becoming a catalyst for the developer's success. Projects will be selected and managed carefully and game developers will be encouraged to retain part of the IP. By leveraging its know-how in digital publishing, distribution partnerships and game marketing, Starbreeze will drive game sales and revenue over the games life-span.

For more information, please contact:

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About Starbreeze:

Starbreeze is an independent creator, publisher and distributor of high quality entertainment products. With studios in Stockholm, Paris and Los Angeles, the company creates games and other virtual reality entertainment products, based on proprietary design and licensed content. Starbreeze's most recent games include PAYDAY 2, the adrenaline fueled bank robbing co-op game and the upcoming John Wick VR shooter and survival co-op FPS OVERKILL's The Walking Dead.

Starbreeze has set out to develop truly immersive virtual reality experiences, by integrating software and hardware in its StarVR head mounted display, to be produced together with Acer, displaying a unique field of vision and a mission to bring top-end VR to large audiences. Starbreeze launched StarVR with a VR-experience at the Electronic Entertainment Expo (E3) in June 2015, gained by teaming up with French Infinite Eye. In January 2016, Starbreeze unveiled the StarCade initiative; centers that invites people to immerse themselves into premium VR experiences. The first cinematic VR experience "Cockatoo Spritz" directed by Stephane Barbato, premiered at the 69th Cannes Film Festival 2016.

Headquartered in Stockholm, Sweden, Starbreeze's shares are listed on Nasdaq Stockholm First North Premier under the tickers STAR A and STAR B with the ISIN-codes SE0007158928 (A-share) and SE0005992831 (B-share). Remium Nordic is the company's Certified Adviser. For more information, please visit <http://www.starbreeze.com>, <http://www.starvr.com>, <http://www.overkillsoftware.com>

About KeokeN:

KeokeN Interactive is a young Dutch Indie game development company which was founded by Koen Deetman, Paul Deetman and Johan Terink in 2013. The firm was born out of the passion for developing great and engaging 3D game experiences. Since the 1980's, the video game industry has been able to capture our imaginations. The unique elements of the gaming industry show that the possibilities seem to be truly endless and that the limitations are only bound by one's own creativity. Our principles and unique market approach have created a unique indie developer. At KeokeN Interactive we feel that we are in the experience creation industry rather than just the game development industry. This core principle has given us the ability to attract highly talented individuals who think alike varying from IT and business backgrounds alike. We aim to develop rich and playful game experiences because we believe that gaming is more than just simply playing a game. We hope that together we will be able to realize our dream of "Delivering the Moon" to all the gamers worldwide.