



BEHAVIOUR, STARBREEZE AND 505 GAMES BRING SURVIVAL HORROR GAME *DEAD BY DAYLIGHT*[™] TO PLAYSTATION 4 AND XBOX ONE

Stockholm, Sweden (April 20th, 2017) The Killing Ground is set to expand as developer [Behaviour Interactive](#) and [Starbreeze Publishing](#), in partnership with [505 Games](#), prepare to publish four-versus-one asymmetrical horror game *Dead by Daylight* to physical and digital retail formats of PlayStation 4 entertainment system and Xbox One on June 20th, 2017 in North America and June 23rd, 2017 in Europe for a suggested retail price of \$29.99.

Already extremely popular on Steam/PC with more than 1.8 million units sold, *Dead by Daylight* is an asymmetrical multiplayer horror game in which one crazed killer hunts four friends through a terrifying nightmare. Players take on the role of both killer and survivors in a deadly game of cat and mouse. It's a Mature Gamer take on the thrills of Hide & Seek.

Players experience two styles of gameplay -- as a survivor, from third-person perspective; or the killer, in first-person perspective. Survivors can work together or act alone using their situational awareness, while killers are on the hunt in first-person, focused on their prey. With a dynamic environment that changes after every play through, players must find new ways to escape the Killing Ground without getting caught.

Dead by Daylight will offer a unique batch of killer features:

- **A Feast for Killers** – *Dead by Daylight* draws from all corners of the horror world. Play anything from a powerful Slasher to terrifying paranormal entity. Players can familiarize themselves with the Killing Grounds and master each killer's unique power to be able to hunt, catch and sacrifice victims.
- **Deeper and Deeper** – Each killer and survivor has their own deep progression system and plenty of unlockables that can be customized to fit each player's own personal strategy. Experience, skills and understanding of the environment are key to being able to hunt or outwit the killer.
- **Real Fear** – Expect the unexpected. Ambience, music, and chilling environments combine into a terrifying experience. With enough time, players might even discover what's hiding in the fog.
- **Survive Together... Or Not** – Survivors can either cooperate with the others or be selfish. Chances for survival depend on player's decisions.
- **Where Am I?** – Each level is procedurally generated, so players never know what to expect. Random spawn points mean players will never feel safe as the world and its danger change every play through.

Finally, the retail versions of *Dead by Daylight* will come packed with extra content:

- The Original Soundtrack
- The 80's Suitcase add-on
- The Bloodstained Sack add-on
- The Of Flesh and Mud chapter add-on
- And a future DLC to be announced!

Get the latest information and updates for *Dead by Daylight* by visiting and signing up on the official website: <http://www.deadbydaylight.com/>

###

Additional *Dead by Daylight* Information for Press:

Website and Media kit: <http://www.deadbydaylight.com/>

Facebook: <https://www.facebook.com/DeadByDaylight/>

Twitter: <https://twitter.com/deadByBHVR>

YouTube: <https://www.youtube.com/channel/UCaSgsFdGbwjfdawI3rOXiwQ>

Twitch: <https://www.twitch.tv/deadbydaylight>

About Behaviour Interactive

Founded in 1992, Behaviour Interactive is Canada's largest independent game developer, employing 325 talented people in Montreal (Quebec) and Santiago (Chile). The studio's objective is to deliver high-quality and commercially successful games, while staying on the cutting-edge of the industry trends in the digital markets, and exploring fresh ideas and connected experiences to keep players entertained. Our studios work with the industry's top publishers and licensors, including Activision Blizzard, Bethesda, Cloud Imperium, Disney, Dreamworks, EA, Games Workshop, Majesco, Microsoft, Nickelodeon, Paramount, Pixar, Sony, Bandai Namco, Ubisoft and Warner. *Dead by Daylight* is produced by Behaviour Digital Inc. Behaviour Digital Inc. is a subsidiary of Behaviour Interactive Inc. whose mission is to "Create remarkable games we would play, our way."

About Starbreeze Studios

Starbreeze is an independent creator, publisher and distributor of high quality entertainment products. With studios in Stockholm, Paris, Los Angeles, Barcelona and Brussels, 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*®, *John Wick VR* shooter and upcoming survival co-op FPS *OVERKILL's The Walking Dead*. Under its publishing initiative, Starbreeze has together with Canadian studio Behaviour Digital successfully launched horror thriller *Dead by Daylight*.

Starbreeze has set out to develop truly immersive virtual reality experiences, by integrating software and hardware in its StarVR® head mounted display, which is produced together with Acer, displaying a unique field of view and a mission to bring top-end VR to large audiences. Together with IMAX, Starbreeze aspires to dominate the location based VR market with the IMAX VR centers. The first IMAX VR center opened in Los Angeles in January 2017.

Headquartered in Stockholm, Sweden, Starbreeze 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 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 games on leading console and handheld platforms as well as for mobile devices and social networks. Product highlights include, Sniper Elite 3, PAYDAY 2, Brothers – A Tale of Two Sons, Terraria, How to Survive, Defense Grid 2, ABZU, ADR1FT and Assetto Corsa and Portal Knights.

505 Games has offices in Los Angeles, Milton Keynes (UK), Lyon, Munich, Milan, Madrid and Shenzhen (China) and a network of distribution partners within the Nordic territories and Australia. For more information on 505 Games and its products please visit www.505games.com.

For more information, please contact:

Almir Listo, Global Brand Director, Starbreeze AB
Tel: +46(0)8-209 208, email: press@starbreeze.com

Maeva Sponbergs, EVP of Communication and Head of Investor Relations, Starbreeze AB
Tel: +46(0)8-209 208, email: ir@starbreeze.com

Sara Zaidi, 505 Games
Tel: 818-697-9474, email : szaidi@505games.com

Johner Riehl/Dashaun Gasque
Wonacott Communications for 505 Games
505games@wonacottpr.com
310-477-2871