



### ***Dead by Daylight* “SAW®” Chapter Launches on Steam, Xbox One and PlayStation®4**

Starbreeze Publishing, together with Behaviour Digital and global content leader Lionsgate (NYSE: LGF.A, LGF.B), today released the “SAW®” chapter for *Dead by Daylight*. SAW is one of the most successful horror franchises ever, grossing nearly \$1 billion at the worldwide box office.

The “SAW” chapter lets players take on the infamous character of Amanda Young, one of Jigsaw’s most well-known protégés, with a brand-new power and feature: the reverse bear trap. In an innovative twist of a classic *Dead by Daylight* mechanic, Amanda disguised as The Pig can place reverse bear traps on survivors, spicing up the game of cat-and-mouse as every second counts for the survivors to escape. The new survivor introduced in the chapter is David Tapp, a relentless cop set on bringing down The Pig. The two will fight it out inside iconic locations from the films.

The new chapter is available today for \$6.99 on Windows PC through Steam and other digital distribution channels as well as on Xbox One and the PlayStation 4® computer entertainment system.

#### **The “SAW” chapter includes:**

- New Killer + Perks and Power - The Pig
- New Survivor + Perks - David Tapp
- New Map - Gideon Meat Plant

Visit the website for more information and videos: [www.deadbydaylight.com/saw](http://www.deadbydaylight.com/saw).

*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 roles of both killer and survivors in a deadly game of cat and mouse. It’s a mature gamer take on the thrills of hide-and-seek. *Dead by Daylight* is out now and available on [Steam](#) and consoles.

Download the latest press assets for *Dead by Daylight* here: <http://www.starbreeze.com/presskit>

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**About Starbreeze**

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®, the VR shooter *John Wick Chronicles*, and the upcoming survival co-op FPS *OVERKILL's The Walking Dead*. Under its publishing initiative, Starbreeze has, together with Canadian studio Behaviour Digital, successfully launched the 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.

For more information, please visit [starbreeze.com](http://starbreeze.com), [overkillsoftware.com](http://overkillsoftware.com).

**About Behaviour**

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."

For more information, please visit <http://www.bhvr.com>

**About Lionsgate**

The first major new studio in decades, Lionsgate is a global content platform whose films, television series, digital products and linear and over-the-top platforms reach next-generation audiences around the world. In addition to its filmed entertainment leadership, Lionsgate content drives a growing presence in interactive and location-based entertainment, gaming, virtual reality and other new entertainment technologies. Lionsgate's content initiatives are backed by a 16,000-title film and television library and delivered through a global licensing infrastructure. The Lionsgate brand is synonymous with original, daring and ground-breaking content created with special emphasis on the evolving patterns and diverse composition of the Company's worldwide consumer base.