

astragon Entertainment GmbH  
Limitenstraße 64-78  
41236 Mönchengladbach

*Fon* +49 (0) 21 66 - 6 18 66 - 0  
*Fax* +49 (0) 21 66 - 6 18 66 - 20  
*Email* presse@astragon.de

## Press release

### Police Simulator 18

## **Police Simulator: Law Enforcement becomes Police Simulator 18!**

**Moenchengladbach/Germany, June 27, 2017** – Dazzling blue lights, high-speed emergency drives and exciting investigative work: Last August publisher astragon Entertainment and Portuguese developer Big Moon Entertainment first announced a new police simulation game, which will let players experience the exciting day-to-day policework of a real US police officer, under the working title **Police Simulator – Law Enforcement**. Today, astragon is very happy to show some first screenshots of the game which will be released as **Police Simulator 18** in retail and as digital download at the end of 2017.

In **Police Simulator 18** the player will slip into the role of a real US police officer – either male or female – and discover the interesting challenges and varied tasks that lie waiting for him in the streets of the sprawling US city of Loston Bay. The player can choose to go on patrol through three different city districts either alone in the game's single player mode or together with a friend in the cooperative two-person multiplayer mode. The extremely expansive – and thanks to the use of the Unreal® Engine 4 very lifelike – metropolis can be freely explored by the player either on foot or in one of three distinct patrol cars.

In addition to these police cars with their fully functional cockpits the virtual cop will of course also be able to use a broad range of authentic police equipment such as safety vests, handcuffs, flashlights, firearms and more.

**Police Simulator 18** will be released for PC at the end of 2017. More information about the game will be coming soon.

Further information about the development of **Police Simulator 18** will also be available on Facebook: <https://www.facebook.com/PoliceSimulator18/>

Unreal, Unreal Engine, the circle-U logo and the Powered by Unreal Engine logo are trademarks or registered trademarks of Epic Games, Inc. in the United States and elsewhere.

All titles, content, publisher names, trademarks, artwork, and associated imagery are trademarks and/or copyright material of their respective owners. All rights reserved.

## Press contact:

### **Daniella Wallau**

*Senior Public Relations Manager*

*Phone:* +49 (0) 21 66 - 6 18 66 - 59

*Email:* [d.wallau@astragon.de](mailto:d.wallau@astragon.de)

### **About astragon Entertainment GmbH**

astragon Entertainment (founded in 2000) ranks among the leading independent games publishers in Germany. Our versatile product portfolio focuses on high-quality technical simulation games such as Construction Simulator, Farming Simulator or Bus Simulator, but also covers complex economic simulations and strategy games. The distribution of the Big Fish franchise (Mystery Case Files, Dark Parables, Grim Tales) completes our exciting product range. Games by astragon are available worldwide on many different platforms such as consoles, smartphones, tablets and PC. Please visit us for more information at <http://www.astragon.de/en/>

### **About Bigmoon Entertainment**

Since its foundation, BIGMOON has set a simple goal: "Develop the best games possible". Immersive stories, fantasy world exploration, innovative challenges and great characters are in our DNA as we focus our drive and passion on developing Core RPG, Action-adventure and Horror games for Core gamers. BIGMOON is an authorized developer for all major game platforms, including Sony, Microsoft and Nintendo. BIGMOON also developed and co-developed some known PC and Console titles, such "Lichdom: Battlemage", "Alekhine's Gun" as well as art for well-known racing games, such as "WRC 5", "WRC 3" and "MotoGP 13". For more information on BIGMOON, please visit: [www.bigmoonstudios.com](http://www.bigmoonstudios.com).