

Press release

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theHunter™: Call of the Wild

WINTER HUNTING RESERVE COMING TO THEHUNTER: CALL OF THE WILD

Moenchengladbach/Germany, October 5, 2017 – Hot on the heels of the release of theHunter: Call of the Wild for Xbox One® and PlayStation®4, Avalanche Studios and Expansive Worlds are excited to reveal the next big thing for the original PC version of the game.

Medved-Taiga National Park is inspired by the harsh, frozen landscape of Siberia and will feature six new species of animals, countless unique landmarks and a full-blown, narrative mission structure. It's coming to Steam on October 17 and is priced at \$7.99 / €7.99. View the official trailer here:

<https://youtu.be/un-sY0010Nw>

KEY FEATURES

Get ready to face nature's most challenging conditions during a rare hunting expedition to Medved-Taiga National Park. You'll traverse the unforgiving tundra, enter into the drunken forests and venture out on the frozen bay. Here, the weather can turn at an instant, leaving you swept in whirling snow and surrounded by cracking ice.

Reindeer, Brown Bear, Lynx

In the national park, you will find prey like Musk Deer, Reindeer (also known as Caribou in North America) and Wild Boar. But larger species also roam. The majestic Moose travels these plains, as does the fierce Brown Bear. Perhaps most unique of all - hunters in this reserve will face the highly intelligent and ghost-like Lynx.

25 Square-Mile Open World

The open world of Medved-Taiga National Park measures 25 square miles (64 square kilometers), the same impressive size as Hirschfelden and Layton Lake District. It features a brand new, exciting narrative with 32 missions, 50 side missions and countless unique sights to discover.

Brand New Narrative

You take the role of an expert survivalist and hunter contracted to assist Alena Khasavovna and her scientific expedition. In addition to being a highly-trained climatologist, Alena hails from a reindeer herding people native to the region, offering her a unique insight into its challenges. The expedition is off to a bad start, and it's up to you to gather your group, help the locals and make sure everyone gets through the expedition in one piece. But it won't be easy. Not everyone – and everything – wants you to succeed.

Sample and Share the Experience

As with previous paid DLCs, players that don't own the content themselves can join a multiplayer game set in Medved-Taiga National Park at no cost, by finding a player that owns it and simply joining their game. Multiplayer games allow hunters to compete or cooperate - the latter should prove useful in this challenging reserve. Lastly, the ATVs (available as a separate DLC purchase) are of course fully functional here. Driving on ice is as fun as it is nerve-wracking.

For more information about ***theHunter™: Call of the Wild*** please visit:

<http://www.astragon.de/en/games/thehunterm-call-of-the-wild/> and

<http://callofthewild.thehunter.com>

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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 Avalanche Studios

Avalanche Studios is the original creator of the award-winning Just Cause franchise, and most recently released Just Cause 3 (published by Square Enix). Just two months earlier, it released Mad Max (published by Warner Bros. Interactive Entertainment). The studio has also created acclaimed twin stick shooter Renegade Ops (published by SEGA) and self-published free-to-play service theHunter (developed by subsidiary Expansive Worlds) with nearly 7 million registered players across 190 countries. Avalanche Studios, which is based in Stockholm and New York City, was founded in 2003 by Christofer Sundberg and Linus Blomberg. The studio develops games created using the proprietary Apex - Avalanche Open World Engine - enabling huge open worlds filled with emergent gameplay. Learn more at www.avalanchestudios.com.