



LEFT 4 DEAD iconic survivor back to fight another day in DEAD BY DAYLIGHT

STOCKHOLM, SWEDEN (March 8th, 2017) Put on that old beret and the worn combat jacket. Starbreeze Studios, Behaviour Digital and Valve Software are thrilled to bring one of the most beloved survivors of *Left 4 Dead* back from the grave to fight another day in the asymmetrical multiplayer horror game *Dead by Daylight*. The additional content will be available for free on PC through Steam and other digital distribution channels starting today.

The Left Behind update for *Dead by Daylight* adds the legendary William "Bill" Overbeck as a playable survivor and four new survivor outfits themed from the original characters of the iconic *Left 4 Dead* series.

Back to fight another day - It took two tours in Vietnam, a handful of medals, a knee full of shrapnel, and an honorable discharge to get William "Bill" Overbeck to stop fighting. He hated it. After decades spent drifting aimlessly through dead end jobs, Bill went in for a routine surgery and woke up to a plague turning normal people into mindless killing machines. Making his way through rural ghost towns and pitch-black forests, he found other survivors, and together they fled from the infected hordes. In the end, one of them had to sacrifice himself to ensure their safety. Bill was left for dead...and soon with a new enemy to fight.

More background information and details regarding *Dead by Daylight: Left Behind*, can be found here: www.deadbydaylight.com

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. *Dead by Daylight* is out now and available on Steam: <http://store.steampowered.com/app/381210/>

Released on PC in June 2016, *Dead by Daylight* has already sold more than 1.8 million copies and has become an instant favorite with streamers on Twitch and other streaming platforms. The game will release on PlayStation®4 and Xbox One this summer.

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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®, 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'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 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>