



Starbreeze teases upcoming immersive Virtual Reality stories to be told in StarVR® at Next@Acer, New York April 27th

NEW YORK, USA (April 27, 2017) Starbreeze AB, an independent creator publisher and distributor of high quality entertainment products, today presented its next in line Virtual Reality (VR) experience shorts produced under its Publishing arm to be produced for future Location Based Initiatives (LBE) in the StarVR Virtual Reality HMD. Each experience aims to push the bar beyond what's possible in home use setups.

Bo Andersson-Klint, StarVR Chairman of the Board and Starbreeze CEO, as well as Brooks Brown, Starbreeze Global Director of VR, presented the following solutions and upcoming titles on stage during Next@Acer in New York:

PRESENZ is a revolutionary technology for immersive VR cinema made by Belgian company Nozon. PresenZ allows for interactive parallax in virtual reality and delivers high quality blockbuster computer graphics (CG) with true immersive feeling. Interactive parallax is a technique to enhance viewers' perception of perspective and view depth, adding to the immersive feeling.

THE RAFT takes players on a thrilling cinematic adventure and comes from RED Interactive Agency. Lured by an ancient treasure, a brave band of explorers make their way down an ominous river. Players must work together to navigate and protect their raft, but keeping it afloat is the least of their worries. As they venture deeper into the mysterious jungle, various creatures will be attacking them and wreaking havoc to the raft. Only resourceful, coordinated teams will reach the prize, while others will be lost forever to realities unknown. The experience aims to leverage larger than normal playing space tuned towards LBE setups.

HERO – From the award winning studio that brought us 1979 REVOLUTION: Black Friday, iNK Stories creates an electrifying first-person rescue experience that throws players into the volatile streets of the civilian warzone in Syria — where survival is secondary to saving the lives of others. An idyllic day is split open as the sound of sirens fill the sky as the F16s above you continue their bombing campaign on your home town. Suddenly a bomb hits the side of an apartment building. As a volunteer rescue worker, alongside your trusted canine companion, you are called upon your own journey. Put on the headset and ask yourself - What does it really mean to be a Hero?

APE-X - From Lucky Hammers, Fight for your survival and freedom atop a towering building. Feel the rush of hanging 500 meters above City Street as a 12-ton cyber APE named, Big Mike. Forced to disconnect from his virtual "Happy Place" to take action. Big Mike has nothing but a ledge beneath his feet and an antenna to grab onto. Witness the breath-taking view of the city below and the sounds of the metropolis coming from all angles...and how quickly it's interrupted by the all too familiar buzz of

the laboratory guard drones. Listen closely to the Doctor's instructions in order to survive this ordeal and finally gain your freedom. With 360 degrees of mobility around the peak of the high rise, the player has to shuffle around the building ledge in order to avoid being spotted. The inevitable confrontation lets the player discover the extent of their capabilities in Big Mike's cyber body as you blast and swat guard drones out of the sky.

PROJECT GOLEM lets users take control of a giant robot mech to fight off an alien invasion threatening the world. Desert Owl games will be creating a fresh new way to bring the fight to the alien hordes, Golem uses the extensive technology of the STARVR platform to finally give players a very physical, 1:1 way to fight. Be prepared to defend the Earth!

ELEMENTERRA is a social VR world-building puzzle game, that takes place amidst a cosmic event of the cataclysmic sort. The player will be able to take on the role as a god-like deity and assist the population of the universe to rebuild the planets.

Dates and availability will be announced at a later date. A recap of the event can be found here: <http://www.acer.com/nextatacer>

###

For more information, please contact:

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

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 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 StarVR Corporation

Aiming to be the leading solutions provider of B2B Virtual Reality services, StarVR Corporation innovates the head-mounted display market through its 210-degree, 5K resolution VR headset. StarVR Corporation is a joint venture between Swedish entertainment content creator, publisher and innovator Starbreeze Studios, and Acer, one of the world's top ICT companies with presence in over 160 countries.

The joint venture designs, manufactures, promotes, markets and manages sales and support of StarVR solutions to the professional, enterprise, and location-based entertainment market. Headquartered in Taipei, StarVR Corporation also has presence in Los Angeles, Paris and Stockholm.

Parent company Starbreeze AB's shares are listed on the Nasdaq Stockholm First North Premier under the tickers STAR A and STAR B with the ISIN-codes SE0007158928 (A-share) and SE0005992831 (B-share). Parent Acer's shares are listed on the Taiwan Stock Exchange (TWSE: 2353) with Global Depository Receipts (GDR) listed on the London Stock Exchange (LSE: ACID).

For more information, please visit: <http://www.starvr.com>, <http://www.starbreeze.com>, <http://www.acer.com>