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No Straight Roads Profitable First Day After Release

Developed by Metronomik and published by Sold Out, No Straight Roads is an action-adventure game that mashes together rhythm-infused combat with a vibrant offbeat world and a killer soundtrack.

August 25, 2020, marked the digital release of No Straight Roads on PlayStation 4, Xbox One and PC exclusively via the Epic Games Store. Today EG7 announces that the title is already profitable for Sold Out one day after its release.

Comment from Robin Flodin, CEO of EG7:

"Both Metronomik and Sold Out have worked hard for several years with No Straight Roads and I am happy to see that the title is off to a good start commercially."

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ABOUT EG7

EG7 is a group of companies within the gaming industry that develops, markets, publishes and distributes PC, console and mobile games to the global gaming market. The company employs 100+ game developers and develops its own original IP:s, as well as act as consultants to other publishers around the world through its game development divisions Toadman Studios and Antimatter Games. In addition, the group's marketing department Petrol has contributed to the release of 1,500+ titles, of which many are world famous brands such as Call of Duty, Destiny, Dark Souls and Rage. The group's publishing and distribution department Sold Out holds expertise in both physical and digital publishing and has previously worked with Team 17, Rebellion and Frontier Developments. The Group is headquartered in Stockholm with approximately 200 employees in 8 offices worldwide.

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