



DEADHAUS SONATA

FOR IMMEDIATE RELEASE: Apocalypse Studios and Lemon Sky Studios enter into a CoProduction Agreement for Deadhaus Sonata



Ontario, Canada (November 4, 2019) – *Apocalypse Studios* is excited to announce a CoProduction agreement with *Lemon Sky Studios*, to create amazing visuals in the world of **Deadhaus Sonata** for gamers.

“Lemon Sky is second to none when to creating great visuals.”, said Denis Dyack, CEO of *Apocalypse Studios Inc.* *“For the earliest days of development on Deadhaus Sonata, I knew that we would want to work with Lemon Sky to make Deadhaus Sonata visually breathtaking. We are now happy to announce that we have taken this one step further and have entered into a CoProduction Agreement with Lemon Sky to integrate our teams further for even better results for gamers.”*

“Working with Denis and the Team at Apocalypse is inspiring, and Deadhaus Sonata is the perfect game for us to get deeply involved in the development process,” said Cheng-Fei Wong, CEO of *Lemon Sky*. *“Not only will we be working on the visuals, but we will be working together to build our design and programming teams to increase our development capacity in Malaysia.”*

Deadhaus Sonata is being developed using *Amazon’s Lumberyard* state of the art engine, allowing for the highest visual fidelity in the marketplace. Deadhaus Sonata is a cooperative multiplayer, Free-To-Play Action RPG where you play the undead fighting the living. As an unstoppable force from Deadhaus, gamers play a monster among men, dealing death and destruction on a massive scale. Deadhaus Sonata development is leading on the PC and will support all major platforms.

“Deadhaus Sonata has a unique vision that has inspired us to go into some beautifully dark places”, says Ken Foong, CCO of *Lemon Sky*. *“We are working closely with Apocalypse on Deadhaus Sonata to make the visually awe-inspiring for gamers as they explore the world of Nogosaua.”*



About Lemon Sky Studios

Leading CGI studio in Southeast Asia region, Lemon Sky's ability to tailor solutions and creative vision have seen them working closely with some of the biggest names in the business. The passionate and talented artists behind their keen eye and sense for fine detail, have carved out a strong name in the video game marketplace. Be it conception or production, every project is an adventure to which Lemon Sky is committed to creating ideas that are fresh and possibilities endless. #MakeGoodArt
Learn more at www.lemonskystudios.com

About Apocalypse Studios Inc.

Founded in 2018 by Denis Dyack, *Apocalypse Studios Inc* ("Apocalypse") focuses exclusively on Free-To-Play online multiplayer games with a "Games as a Service" approach, focusing on the production of their first game, **Deadhaus Sonata**. Apocalypse believes in Community Driven Game Design and working with the community, directly involving them in the game design process to make games the best they can be. Learn more at www.DeadhausSonata.com

Media Contact

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