



DEADHAUS SONATA

FOR IMMEDIATE RELEASE: Apocalypse Studios launches Deadhaus Sonata Store with founders packs, cats and more

Ontario, Canada (March 26, 2019) – It's been a busy month for Denis Dyack and Apocalypse Studios Inc, dropping their first pre-alpha gameplay trailer (<https://ca.ign.com/videos/2018/10/24/deadhaus-sonata-cinematic-announcement-teaser>) on the 26th of March, launching their Deadhaus Store and demoing early footage at the 2019 Game Developers Conference (GDC). Breaking last year's record attendance with a total of 29,000 industry professionals, there was a lot of excitement as Deadhaus Sonata, the new game by Denis Dyack and Apocalypse Studios was demo'd and well received by a few lucky industry folks.

Dyack shares, *"Deadhaus Sonata is free-to-play co-op ARPG game where you play a steward of the House of the Dead fighting for dominance against the living. It's a combination of fast action, loot collection and deep gothic lore. For those who love the dark mythology enjoyed my previous games, Blood Omen: Legacy of Kain and Eternal Darkness: Sanity's Requiem, Deadhaus Sonata is universe where gamers can explore a dark mythology like none other. It is an exciting time to be in the industry, with this new free to play model can we show something early and get feedback from gamers."*

Days after GDC, the Deadhaus Shop (buy-deadhaus.com) launched with exclusive pre-orders on founders packs, virtual weapons, currency and more, Dyack and Xsolla are thrilled with the early response. Tap into the development of the game with unique 'Founders Packs' in game currency, access to closed alpha testing, exclusive content, personalized characters and a rescue cat adoption drive. The feline influence is present in the office and the game, in this case Dyack and his team are adding an interesting element to their store with a global cat rescue campaign.

Using Amazon's Lumberyard game engine, and the Store powered by Xsolla, Dyack estimates they are 1 year from pre-alpha and the early feedback is fantastic: Gothic, atmospheric and cool.

About Apocalypse Studios Inc.

Founded in 2018 by Denis Dyack, Apocalypse Studios Inc ("Apocalypse") focuses exclusively on Free To Play (F2P) online multiplayer games with a "Games as a Service (GaaS)" approach. 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.

Media Contact

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