



DEADHAUS SONATA

FOR IMMEDIATE RELEASE: Deadhaus Sonata partners with Modulate



Ontario, Canada (October 23, 2019) – *Apocalypse Studios* is excited to announce their partnership with *Modulate* to use their voice-skinning technology, offering players a new way to immerse themselves into the world of **Deadhaus Sonata**.

“Modulate’s technology allows anyone to customize their voice as they chat with other players during gameplay,” said Mike Pappas, CEO of Modulate. *“They will be able to match their sound to the unique characters of Deadhaus’s world or use those voices as a starting point to create something entirely new. Denis and the Apocalypse team are creating an incredibly rich experience for gamers to interact with - so we want to make sure those gamers can really step into the shoes of their characters and immerse themselves in this rich and chaotic world.”*

By integrating Modulate into Deadhaus Sonata, Apocalypse Studios also gains access to a new tool for the content generation they’ve made central to their long-term plan.

“Modulate gives us an opportunity to take the narrative of Deadhaus Sonata to an unprecedented level”, says Denis Dyack, CEO of Apocalypse Studios. *“We intend to revolutionize the way people play games by allowing both the gamer and the audience to participate in ways yet unseen.”*

“Unlike other voice technology out there, Modulate voice skins still sound just as emotive and nuanced as real speech,” explains Carter Huffman, CTO of Modulate. *“The world of Deadhaus Sonata is one filled with excitement, thrill, and fear - so voice skins are the perfect element to enhance that feeling even as gamers customize their own experiences.”*

Apocalypse Studios and Modulate are streaming live on the Apocalypse Studios YouTube (www.youtube.com/ApocStudiosInc) and Twitch Channel (www.twitch.tv/ApocalypseStudios) on October 31st at 6 p.m. PDT to further discuss how the technology will be used in Deadhaus Sonata.



About Modulate

Founded in 2017 by Mike Pappas and Carter Huffman, *Modulate* is a seed-stage Boston startup building the world's first emotive voice skins to enrich online interactions between gamers. You can learn more about Modulate here: www.modulate.ai

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

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