



## PRESS RELEASE

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### **Risen 3: Titan Lords – Piranha Bytes Return To Their Roots With Classic RPG**

Piranha Bytes, the creators of Gothic and Risen, return to their origins with a new, classic RPG. Risen 3: Titan Lords pulls the player in to a hand-crafted role-playing world full of rugged charm where every decision changes the course of the story. Risen 3: Titan Lords is set for release in August 2014 for the Xbox 360 games and entertainment system from Microsoft and for the PlayStation®3 computer entertainment system as well as Windows PC.

The key element of the cult Gothic series as well as Risen is the vivid world and the freedom to explore it. The world of Risen 3: Titan Lords will be diverse, authentic and full of life, providing the player with an authentic, classic RPG experience.

“Like a carpenter with a hand-crafted piece of furniture, we put together the story, the characters and the landscape until it all fits and the player has the possibility to discover things all around the place. You can try out and find things that others might not. Exploration is the key to our game”, says Bjoern Pankratz, Project Lead at Piranha Bytes.

The world of Risen 3 is abandoned by all gods and suffers from the Titan Wars when a new threat rises from the soil. A young warrior is attacked from the shadows and deprived of his soul. He sets off to reclaim what is lost amidst the darkness that is spreading throughout the world. The banned Mages could be powerful allies on his quest. To get their help, he needs to find the Mage sanctuary on Taranis, also known as the Island of Thunder. Protected by the Guardians, the Mages search the mines of Taranis for crystals loaded with magic energy. Will the player join the Guardians to get in contact with the Mages? Or will he choose one of the other guilds in Risen 3 to reach his goals?

Official Website: <http://risen3.deepsilver.com>

Facebook: [www.facebook.com/risengame](http://www.facebook.com/risengame)

Twitter: [www.twitter.com/deepsilver](http://www.twitter.com/deepsilver)

#### **About Piranha Bytes:**

Piranha Bytes is based in Germany's old industrial heartland, the Ruhr region. They were founded in 1997, while approximately 20 team members have been working together since 2002. Since its inception, the company has been owned wholly by its employees.

Piranha Bytes have acquired fame with their RPG successes "Gothic" (2001), "Gothic II" (2002), "Gothic – Night of the Raven" (2003) and "Gothic 3" (2006) that have so far sold several million copies worldwide.

In 2007 Piranha Bytes have started a new RPG series - Risen. The first part was released in 2009 internationally for Xbox 360 and PC. Risen's sequel Risen 2: Dark Waters was published in 2012 for PC, Xbox 360 and PlayStation 3.

[www.piranha-bytes.com](http://www.piranha-bytes.com)


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Deep Silver develops and distributes interactive games for all platforms. The Deep Silver label means to captivate all gamers who have a passion for thrilling gameplay in exciting game worlds. Deep Silver works with its partners to achieve a maximum of success while maintaining the highest possible quality, always focusing on what the customer desires.

Deep Silver has published more than 200 games since 2003, including its own brands like the open world extravaganza Saints Row, the zombie action franchise Dead Island, the grim post-apocalyptic future of the Metro series and action packed role-playing from the Sacred world. Upcoming highlights from Deep Silver include Dead Island: Epidemic and Sacred 3. Deep Silver also owns the development studio Volition based in Champaign, IL, USA. For more information please visit [www.deepsilver.com](http://www.deepsilver.com)

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