



TRAGNARION
STUDIOS

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The Scourge Project: Episode 1 and 2 Developer Interviews

Monday, 26th of April, 2010 Mallorca, Spain: The Scourge Project: Episodes 1 and 2 have been out for just over 2 weeks now via **STEAM** and **Direct 2 Drive** and will be available soon via **GamersGate** and **Impulse** at only **\$19.99 / 14.99€ / 12.99£**.

Tragnarion Studios is updating its website with new development video series. For more information, please visit www.thescourgeproject.com.

In this first video Eugenio Vitale - Head of Studio - and Omar Salleh - Game Director - talk about the production process of **The Scourge Project**. More videos with interviews are going to be added very soon, so stay tuned!

In **Tragnarion Studios** we want the public to be an active part in the development of our games. We have listened to our gamers and we will soon release a patch that will satisfy some of the major demands of our customers. Our objective is to continue working very hard to make our games as good as possible.

The Scourge Project is a new multiplatform shooter featuring a unique focus on co-operative narrative and gameplay. **The Scourge Project** is a story-driven 3rd person shooter game built from the ground up for co-op, where up to 4 players each experience a personal story whilst playing together as a squad.

The game will come on a special 2 episode bundle with more than 5 hours of gameplay spanning 4 complete levels, up to 4 Player Co-op Campaign Mode, 4 Unique Playable Characters to choose from, an arsenal of weapons and special abilities, thrilling boss-fights and environmental puzzles. **The Scourge Project** will have multiplayer modes such as Deathmatch, Team Deathmatch, Capture The Flag and Frontiers, all of which allow up to 16 Players.

You can also follow us on Twitter <http://twitter.com/scourgeproject> and Facebook <http://www.facebook.com/pages/thescourgeproject>.

About Tragnarion Studios:

Tragnarion Studios is a one of the biggest game developer company based in Spain focused on bringing highly original and creative titles to home consoles, mobile, and digital download arenas. The company since the beginning has



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been renowned for its industry-leading creativity and its drive and ability to execute original ideas.

For more information, assets and review samples, please contact Jean-Philip Rodriguez via email jeanphilip.rodriguez@tragnarion.com.

About Steam:

The leading online platform for PC games and digital entertainment, Steam delivers new releases and online services to over 25 million PC users around the world. For more information, please visit www.steamgames.com.

About Direct 2 Drive:

D2D allows consumers to conveniently purchase and download the latest premium PC games, comics and anime titles directly from the Web to their desktops. More than one million games have been downloaded since the site's launch. For more information, please visit www.direct2drive.com.

About GamersGate:

GamersGate is a leading digital distribution platform, providing ready gaming experiences for gamers worldwide - anytime, anywhere. Viewed as a strong contender in the digital download arena, GamersGate continues to redefine the download industry. Future strategies include the launch of several additional services, and the further aggressive expansion of its product portfolio, from a wide range of internationally recognized publishers. For more information, please visit www.gamersgate.com.

About Impulse:

Stardock released a third-generation digital distribution platform called Impulse. Impulse is a state of the art digital distribution platform that allows users to quickly and easily find their favorite game or software and download it automatically to their PC. With years of development in the making, Impulse is the only digital distribution platform developed by gamers, for gamers. For more information, please visit www.impulsedriven.com.