

## PRESS RELEASE

### Three Dutch game studios collaborate on new console title.

Cannibal Game Studios, SonicPicnic and WeirdBeard Games are collaborating on the development of a multi-platform console title. This collaboration is the result of the desire of each studio to develop their own titles, while remaining within their own field of expertise. Yorick Goldewijk, SonicPicnic: "The collaboration is a comfortable way of working together. While audio is often regarded as an after-thought in games, this project allows us to be involved in the project directly, offering ample opportunity to make sound design an integral aspect of the game." SonicPicnic is, among other things, responsible for the audio of the game 'Swords and Soldiers'.

The first ideas for the collaboration sprouted during GamesCom 2010. Niels Monshouwer, managing director at WeirdBeard games: "It's high cost and high risk for small studios to create a console title all by themselves because all fields of expertise need be present in your company. By collaborating, we are able to focus on what we are good at." WeirdBeard, known from games like '99 Bricks', came up with the game concept and will take care of the game design and graphics.

Cannibal Game Studios, known from projects like 'Bohm' will be responsible for the actual realization of the game. Remco Huijser, CEO at Cannibal: "The consideration whether some idea is feasible can pose a lethal obstruction for the flow of the creative process. We are therefore inclined to think that separating game design from technology as much as possible is good practice in this project. While others think about what the game should be like, we'll make sure it actually works."

The 3 studios expect to present a demo of their first game early 2011.



WEIRDBEARD GAMES



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