



Press Release, April 29th 2015

Deck13 Interactive to Publish 4 Titles on Xbox One, Invites Indie Developers to Become Partners

After having released Venetica as first title under the label “Deck13 Games”, Deck13 are happy to announce that they have become an official Xbox publisher.

Deck13 will be bringing four titles to Microsoft's lead platform. These have already been signed with the corresponding studios and the lineup will soon be officially announced.

Jan Klose, CEO & Co-Owner of Deck13

“Deck13 invites developers to get in touch if they would like to give their project some extra support. We want to strike a fair deal with all our partners. We want to be seen as supporters and friends, as game enthusiasts, and not as a traditional publisher.”

Florian Stadlbauer, CEO and Owner of Deck13

“Setting up Deck13 Games is a fundamental change within the company. Now we can finally provide great games directly to the gamers as we always envisioned it. Due to the awesome line up we are absolutely convinced that this strategy will push Deck13 a huge step ahead.”

Deck13 has recently been awarded “Best Studio 2014” at the German Developer Awards and by the industry magazine Making Games. Their Action RPG “Lords of the Fallen” for the next-gen consoles and PC received “Best German Game” from both German Developer Awards and German Computer Games Awards.

More information about Deck13 Interactive: www.deck13.com

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