***Nemesis: Distress* – a sci-fi horror FPP multiplayer game from Awaken Realms is now available on Steam Early Access.**

**Dive into this unique multiplayer sci-fi horror experience filled with unforgettable, cinematic moments. Just remember that here you’re not a hunter. Here you are the PREY.**

**FOR IMMEDIATE RELEASE – June 15th, Wrocław, Poland.**

***Nemesis: Distress* puts you on a ship lost in space, where evolving Intruders rampage down corridors and rip through everything that stands in their way. Will you save the ship? Will you stay loyal to your crew? Or will you take the easy way out and board an escape pod at any cost? The possibilities are almost limitless, as each game of *Nemesis: Distress* will create its own cinematic sci-fi horror experience.**

Watch the *Nemesis: Distress* Steam Early Access Launch Trailer on Awaken Realms’ YouTube channel [HERE](https://www.youtube.com/user/awakenrealms).

Get the game from Steam (<https://store.steampowered.com/app/1343620/Nemesis_Distress/>).

**ABOUT *NEMESIS: DISTRESS***

*Nemesis: Distress* is a sci-fi horror FPP multiplayer game from Awaken Realms – the creators of the incredibly popular *Nemesis* board game that raised $4,000,000 on [Kickstarter](https://www.kickstarter.com/projects/awakenrealms/nemesis-board-game) back in 2018. *Nemesis* became so well-known that it even made a [cameo appearance](https://www.youtube.com/watch?v=yaSgxWzUfl0) in *South Park*!

Moreover as a result of another Kickstarter campaign for [*Nemesis Lockdown*](https://www.kickstarter.com/projects/awakenrealms/nemesis-lockdown) – a stand-alone expansion to the original game, developers gathered over $8,500,000 and at the time of launch sold over 500,000 units of both the base game and the expansion.

This outstanding success made them start working on the digital version of the game and finally led to Early Access launch of *Nemesis: Distress* on Steam today.

Gameplay-wise, it mixes a hidden traitor mechanic with shooter and survival elements. However, it’s NOT a shooter, as in this game, you’re not a hunter – you’re the PREY.

In *Nemesis: Distress*, players will progress through 40-minute scenarios while trying to survive and fulfilling their secret objective.

Choose one of the asymmetric character classes, each with special actions that come in handy in specific situations. Select the secret objective you’ll have to fulfill to win the game – these are randomly drawn out of an exciting challenge pool and include destroying the Nest, safely directing the ship to Mars, or even ensuring the death of other players. Sometimes there won’t even be a traitor, but you’ll never know who to trust!

While the implants inside your characters block any direct negative interaction (such as shooting other crewmembers), there are plenty of indirect ways to make other players’ lives harder. Setting rooms on fire, spreading false information, and closing doors right in front of their faces are just a few.

On top of that, there’s the constant threat of evolving Intruders slowly taking over the ship. While it is possible to kill them, it’s not an easy task, and there’s no benefit – other than surviving the encounter, that is.

***NEMESIS: DISTRESS* MAIN FEATURES**

* **The horror experience** – Get ready for a thrilling environment where every sound and movement around the ship will keep you on the edge of your seat. There are different types of enemies, including the dangerous Adult that can one-shot you.
* **Unique semi co-op** – You will need to find a fine balance between collaborating with your teammates (otherwise, you won’t survive) and not trusting them fully, as some might have nasty secret objectives. This creates an interesting dynamic and adds an extra layer to the horror experience.
* **Noise management** – Since the alien species on the ship is blind, you’ll need to be very careful about the sounds you make. But you can also use it to your advantage – throw items to distract enemies and sneak past them… or just use a flamethrower to scare them away.
* **Fresh items idea** – Since *Nemesis* isn’t a shooter, don’t expect too many weapons. Instead, you’ll have a different “arsenal” – a noise detector, hacking tool, or good-old pipe will come in handy in various situations.

*Nemesis: Distress* is being developed by Awaken Realms and is now available on [Steam](https://store.steampowered.com/app/1343620/Nemesis_Distress/).

The press kit for the game is available for download [HERE](https://drive.google.com/drive/folders/1qeeJWSwQgz8ILwKs3v1R8UNvdQ8Dzozi?usp=sharing).

For any questions about the game please get in touch with Agnieszka Szóstak at [agnieszka.szostak@pr-outreach.com](mailto:agnieszka.szostak@pr-outreach.com) or call +48 881 951 601.

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**About Awaken Realms**

Awaken Realms is a professional board game publisher and the creator of Kickstarter hits such as *This War of Mine: The Board Game*, *Lords of Hellas*, *Nemesis*, *Tainted Grail: Fall of Avalon*, and *Etherfields*. After huge success as a board game publisher, Awaken Realms is now entering the digital games market. Awaken Realms devotes special attention to making their game designs deep, involving, and original. <http://awakenrealms.com/>