**Title:** Unlock a world of culinary adventure with the *House Flipper – Dine Out DLC*!

Watch the House Flipper - Dine Out DLC Announcement Trailer [HERE](https://www.youtube.com/watch?v=UGspmZboCc8)

**Standfirst:** The creators of add-ons for the game *House Flipper* – a simulation game beloved by people around the world – are joining forces with the creators of *Car Mechanic Simulator*! Developers from Frozen Way and GameFormatic, game development studios based in Krakow, Poland, are excited to announce that they are currently working on the next add-on for *House Flipper*. *Dine Out DLC* will take players into the delicious world of the restaurant industry and offer them access to a range of new quests, mechanics, and items.

**For more information about *House Flipper – Dine Out DLC*, please visit the following page:** <https://store.steampowered.com/app/2819590/>

**About *House Flipper – Dine Out DLC***

*House Flipper* – a popular simulation game adored by the public worldwide, that lets players transform neglected properties into beautiful estates – soon will get even better. A new content pack, *Dine Out DLC,* is set to be released soon! **This add-on is themed around the restaurant industry and will add new exciting elements to the game.**

As with previous content packs for *House Flipper*, **players will gain access to brand new quests related to the renovation of various dining establishments**, such as fancy restaurants, sushi bars, food trucks, and cafes. During these quests, players will interact with **new customers**, each with their own unique story and motivations. Since simply renovating a restaurant may not be enough, this add-on will bring in a **variety of furniture and decorative items to the game**, allowing players to decorate the establishments with real artistic taste.

Moreover, ***Dine Out DLC* will introduce new innovative options for food preparation,** **precise furniture placement, table setting with tablecloths, and designing advertising signs**. Another significant innovation will be **the ability to lease the premises to interested clients**.

It is worth noting that players won’t be tasked with managing their restaurants. Instead, the gameplay will emphasize renovation work and won’t involve responsibilities such as hiring staff, managing their work, or setting meal prices. Property renovations remain the main focus of the *House Flipper* series.

**Preparing food**

**One of the new features introduced in the *Dine Out DLC* is the ability to prepare dishes using a new device – the Universal Cooker**. To do that, players will need to select it from the list, purchase the necessary ingredients, and interact with the device. **Those who own the previous *House Flipper* add-on, *Farm DLC*, will be able to access reduced prices for dishes**, provided their Storehouses contain the required vegetables and fruits.

Developers found it important to ensure that the **dishes available to prepare will be diverse and inspired by various cuisines from around the globe**. Players will have the opportunity to prepare various dishes from different cuisines including Thai, Polish, Italian, Korean, Indian, and more.

**Arranging objects and decorating tables**

Although *House Flipper* already supports the placement of objects on flat surfaces, the ***Dine Out DLC* will introduce new tools to make the process of arranging objects more precise and symmetrical**. An option to queue objects for placement will be added too, making the process of setting up establishments more efficient and enjoyable.

Moreover, a new feature will allow players to decorate big dining tables by adding tableware and tablecloths in various color schemes and sizes.

**Designing Advertising Signs**

**In the *Dine Out DLC*, players will have the opportunity to design and create the advertising signs for their restaurants.** The game will offer numerous options for modifying and customizing it, giving an opportunity to craft unique compositions of shapes, colors, texts, and illustrations for each signboard.

**Leasing Premises**

**Another important addition to the gameplay will be the option to lease renovated properties to the clients.** Players interested in preparing spaces for rent will be able to choose between residential properties, restaurants, cafes, or offices. The rent value of the properties will be influenced by several factors such as the number of rooms, their type and furnishings.

***House Flipper – Dine Out DLC*** **adds more content to your game, including:**

* 10 engaging and immersive quests
* 10 houses to renovate and decorate
* 30 dishes from around the world to prepare
* The ability to rent out restaurants, offices and houses
* New tool for precise and symmetrical object placement on flat surfaces
* The ability to decorate tables with tablecloths
* The ability to design your own advertising signs
* Over 800 new items!

For more information about *House Flipper* – *Dine Out*DLC, please visit the following pages: [Steam](https://store.steampowered.com/app/2819590/), [the official website](https://www.houseflippergame.com/), [Facebook](https://www.facebook.com/HouseFlipperGame), [X](https://twitter.com/houseflippersim), [Discord](https://discord.gg/frozenwayofficial) and [YouTube](https://www.youtube.com/houseflippergame/).

The press kit for the game is available at the following link: [https://pr-outreach.com/en/game/house-flipper,32](https://pr-outreach.com/en/game/house-flipper%2C32).

For any questions about the game, please contact Agnieszka Szóstak at [agnieszka.szostak@pr-outreach.com](https://us3.admin.mailchimp.com/campaigns/agnieszka.szostak%40pr-outreach.com) or call +48 881 951 601.

**About Frozen Way**

Frozen Way is a game development studio and publisher from Cracow, Poland. You may know them from co-creating *House Flipper* with its *Pets DLC* and *Farm DLC*, as well as creating and releasing *House Flipper VR*, co-releasing *Builder Simulator* on Steam, and co-developing *Chornobyl Liquidators*. Currently, they are developing *Honeycomb: The World Beyond* and *House Flipper – Dine Out DLC*, while also releasing *Millennials* and *Hairdresser Simulator*, focusing on the PC market and next-generation consoles. They are a group of friendly people with a passion for video games. Gamedev is their lifestyle and philosophy, so there's nothing better than seeing their creations bring a lot of joy to the community. In the end, we're all nerds, aren't we?

**About GameFormatic**

We are a Polish game developer and publisher. With passion, we create innovative and engaging experiences for our gaming community. As a company, we thrive on the dynamic intersection of commitment, expertise and the relentless pursuit of excellence, making us a driving force in the ever-evolving landscape of interactive entertainment.