**Greenlight the operation – Project Downfall is out on Nintendo Switch and Xbox consoles!**

**Published by RedDeer.Games and developed by MGP Studios and Solid9 Studios – *Project Downfall*, the cyberpunk, action-filled shooter with bits of strategy and rebellion, is now available on Nintendo Switch, Xbox One and Xbox X|S consoles.**

***Crimson Tide’s* future is in players’ hands now, and there is no going back to how things used to be.**

In the world of *Project Downfall*, the players are put into the shoes of an everyman — one of the millions of citizens working for the corporate giants. Happy with his life, he decides to give back to the community and stop the reign of those who poison their minds.

One can call it superhero-like, but in the eyes of the law he is a vigilante who needs to be punished and set straight. That will not happen now, will it?

The players are thrown into gunfights under the cover of the night, where both the guardians of the city as well as the numerous gangs will stand in their way. With an armory of firearms and melee weapons, they will cut their way through rows of enemies and paint the city streets crimson.

The freedom of choice will not only apply to weaponry, but also to the story of *Project Downfall*. Many decisions made by the players affect their playstyle, visited levels, and even the future of *Crimson Tide*.

There’s no traces left of *Crimson Tide* attempt to be the city where two worlds meet. Instead, the governing corporations are doing things best for their interest while ignoring the real state of their citizens. Mind-controlling substances are just the peak of the iceberg — and the players are on their way to peel the first layer…

With 12 different endings, *Project Downfall* offers not only a unique story, but also welcomes all challengers who will attempt the harder, additional levels… Some of them are hidden in the most ordinary of places.

*Project Downfall* is available now on Nintendo Switch, Xbox One and Xbox X|S consoles!

For more news about RedDeer.Games’ projects, visit the [official website](https://www.reddeergames.com), [Facebook](https://www.facebook.com/RedDeer.Games), and [Twitter](https://twitter.com/RedDeer_Games).

**About RedDeer.Games**

RedDeer.Games (RDG) is an independent video game developer and publisher. Awarded in the “Fastest Growing Gamedev Company in Central Europe” category. RDG is according to “Forbes” ranked among the Top 50 Polish game producers. In recent years, RedDeer.Games released titles like *PID, Fluffy Horde, Cat Tales, AAA Clock 2, Space Tail, She Wants Me Dead, Reky, Broken Universe, League of Enthusiastic Losers, Pro Gymnast Simulator, EleMetals: Death Metal Death Match, and Bit Orchard*. At the moment, RedDeer.Games is working on games from licenses such as *The Smurfs, Lucky Luke*, and many others.

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**About MGP Studios and Solid9**

MGP Studios is a talented and focused group of individuals set for world domination, developing and providing memorable experiences along the way.Solid9 is an ambitious game development studio owned by Sebastian Sztangierski and Dawid Członka. Their goal is to create games in which you can immerse yourself for long hours and fall in love with. Drawing from the rich heritage of the electronic entertainment’s classics, Solid9 paves the way for completely new technological solutions that will entertain you in a better and more engaging way.