***Project Downfall* – a trippy, multi-choice, brutal shooter with adventure elements is getting ready to release a massive content drop and a 75% discount!**

***Project Downfall* – a gory, stylish, utterly brutal, intense, and extremely fun shooter has yet again exploded with content, this time on a huge scale before going gold.**

**FOR IMMEDIATE RELEASE – August 4th, Magdalenka, Poland.**

**This is it. This is the last chance for those who haven’t yet visited the grim and dangerous world of Crimson Tide to fix that mistake. That means before the game launches and all the Early Access perks are gone, such as the ridiculously low price (now 75% off!), free goodies (OST anyone?), and most of all, the chance to impact development. You can help bring this game to life by joining the incredibly dedicated, helpful, and engaged community, doing all sorts of awesome stuff on the studio’s** [**Discord**](https://discord.gg/h8TAUNacuK)**.**

Trust us when we say *Project Downfall* is more than meets the eye.Or better, watch not one but two newest gameplay trailers [HERE](https://www.youtube.com/watch?v=g4zYKDynveg) and [HERE](https://www.youtube.com/watch?v=ZyZ_uz4cNso) and see for yourself.

Did you watch it and think, “Oh, another boomer shooter with *Hotline Miami*-like aesthetics”? You couldn’t be more wrong. *Project Downfall,* with its **Superkick**, **the** **one-of-a-kind Punch Through system**(you seriously haven’t seen or played anything like this before), **bleedout states**, the **Sanity System**, and **choice-and-consequence-based** gameplay resulting in **12 different endings**, is anything but a boomer shooter. Boomers are welcome, of course. All are welcome who can handle the insane gameplay dynamics.

Which can be verified easily by either wishlisting the game on Steam (<https://store.steampowered.com/app/992730/Project_Downfall/>) or downloading the free demo.

Prefer to know exactly what you’ll get? You’re more than welcome to dive deeper into the game’s features:

* **The mighty Superkick!** It’s everything you think it is, and more. Using it will guarantee your opponents a free flying lesson combined with some impressive acrobatics before they hit the ground hard and die in agony.
* **Finishers executed via a** **one-of-a-kind Punch Through system.** Depending on your weapon and caliber, finishing blows will literally tear your enemies to shreds. Turn them into Swiss cheese with the Uzi or vulcan minigun. Rip gaping holes with the howler. Disfigure them entirely with the various shotguns or cut them in two with the katana. So many possibilities – you’ll have trouble deciding which one to choose.
* **The bleedout states.** Style up kills and combos with your weapon of choice to make an enemy enter the bleedout state. The effect will depend on where the enemy was hit. Shoot his arm off, and he’ll grab the blood-gushing stump, screaming in agony. He’ll yell while falling to his knees, guts spilling out after a shotgun blast to the abdomen. This is where the real fun begins, as bleeding out an enemy is only the start of this glorious world of spectacular, memorable, and bloody finishers!
* **The Sanity System**. This makes the world react in multiple ways to your self-medication threshold. But you’ll also behave, react, and respond to meds differently depending on what is that you’re currently treating yourself with.
* **Choice-and-consequence-based gameplay.** Like in soulslike games, an obscure, seemingly unimportant choice can completely change how your journey progresses or reveal previously missed opportunities and threats. There’s no cheating here. One false move and you have to live with the consequences of your actions until the end of your playthrough. The game will be harsh but fair. Rush into a room packed with thugs with no game plan and you’ll be dead in the blink of an eye. So think ahead, be aware of your surroundings, and treat each enemy, corner, and blind spot with respect. You might stay alive for a little longer.
* **12 different endings.** *Project Downfall* takes this choice and consequence business seriously, so forget the single finale where you kill the bad guys, save the princess, and ride off into the sunset. Something outwardly trivial, a choice or action taken (or not taken) hours earlier, might lead to completely different outcomes toward the end, and not necessarily ones you’ll like.

All that is made better with the last update before launch, refining a huge amount of existing content. And the developers mean it when they say “huge” – around 90% of levels have received updates and upgrades ranging from smaller touch-ups to complete overhauls.

And upon community request, the gamepad has received a healthy dose of love with the addition of an intuitive *Halo*-inspired aim assist, both for enemies and drops. Stringing combos on the gamepad is now doable and, most importantly, fun.

Finally, as a cherry on top, you can now [download](https://soundcloud.com/roland-redwood/sets/homerun-sp) some tunes from the game’s soundtrack, and also listen to two exclusive tracks by [Marcin Benesz](https://soundcloud.com/kolorize1?utm_source=clipboard&utm_medium=text&utm_campaign=social_sharing), featured in the update.

And there’s a plethora of other new features, fixes, and tweaks. For a full list of changes, visit this link: <https://store.steampowered.com/news/app/992730/view/3353511793480143237>.

**ABOUT *PROJECT DOWNFALL***

*Project Downfall* is a trippy, multi-choice, brutal shooter with adventure elements. Consider it a mashup of the movie *Falling Down* with Michael Douglas, *John Wick*, and the style of *Hardcore Henry*, but done in a hazy, retro visual style with modern post effects and a dynamic, original soundtrack.

Your reflexes and quick thinking will, of course, be vital, but being prepared for the unexpected consequences of your decisions will be equally important. The plot will branch out in multiple ways, leading to alternative paths or even levels that function more as fast-paced puzzles rather than a regular shooter. Even the puzzles here are brutal, gory, and come with lethal consequences. Combine this with a unique gameplay mechanic, the Sanity System, which makes the game world react in multiple ways to your self-medication threshold, add a hardcore approach where health doesn’t regenerate, spice things up with tons of fun ways of dispatching enemies, including the one and only Superkick, and you’ve got yourself one hell of a ride.

The Early Access version of *Project Downfall* is now available on [Steam](https://store.steampowered.com/app/992730/Project_Downfall/). The game is also coming to Xbox One and Nintendo Switch, with the final release date for both PC and consoles to be announced in the future.

More information about the game can be found on [Steam](https://store.steampowered.com/app/992730/Project_Downfall/), [Facebook](https://www.facebook.com/Project-Downfall-103754914495266/), [Twitter](https://twitter.com/mgpstudios), and [Discord](https://discord.gg/h8TAUNacuK)).

The press kit for the game is available at the following link: <https://pr-outreach.com/en/game/project-downfall,45>.

**PREVIEW COPIES (PC) ARE NOW AVAILABLE.** To secure one for yourself 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 MGP Studios**

MGP Studios is a small, independent team based in Magdalenka, Poland. The current dev team also includes programmers from Solid9Studio. Thus far, the developers have launched such games as *Sinless* and *Roll’d*. Currently, the team is simultaneously working on two projects: *Project Downfall* and *Sand is the Soul.* <http://mgp-studios.com/>