***The Riftbreaker™* receives the biggest gameplay expansion up to date and a new portion of the Story Campaign in the *Heart of the Swamp DLC*!**

EXOR Studios is excited to announce the release of the third expansion for its critically acclaimed action-strategy game, *The Riftbreaker*. The new DLC, titled "*Heart of the Swamp*," is now available for download on PC, GOG, Epic Store, and other PC storefronts, priced at $9.99 or regional equivalents, with console releases to follow. The paid DLC is released alongside the biggest free content update for *The Riftbreaker* up to this date - World Expansion III. Thanks to World Expansion III, all players can discover the new Fungal Swamp biome in two brand-new Survival Mode scenarios, complete with its unique fauna and flora. The expansion also features more than seventy new technology items players can use in-game, as well as dozens of game optimizations, bug fixes, and quality-of-life improvements.

**June 21st, 2024, Szczecin, Poland.**

*The Riftbreaker: Heart of the Swamp* plunges players into an all-new, uncharted Fungal Swamp biome teeming with unique flora, fauna, and challenges. As players explore the mysterious swamps, they will encounter new enemies, find powerful upgrades, and develop groundbreaking technologies that will give them a multitude of strategic options in this unwelcoming environment. "Our goal with *Heart of the Swamp* was to expand the universe of *The Riftbreaker* in ways that offer fresh, exciting experiences for both new and veteran players," said Paweł Lekki, COO of EXOR Studios. "The Fungal Swamp biome is filled with unique challenges and mysteries that we believe will captivate and engage our community."

[Watch the new *The Riftbreaker: Heart of the Swamp* Launch Trailer here to get a sneak peek at the contents of the new expansion!](https://youtu.be/uADK6249gfQ?si=XNWqEmBg80rSq1c1)

**The World Expansion III free content update gives the players access to:**

* Fungal Swamp biome - a complex ecosystem localized in a vast river delta. The warm temperatures and high humidity make it a perfect place for mushroom growth.
* Two new Survival Mode scenarios taking place in the new biome. Fungal Forest map is a classic Riftbreaker Survival experience - you explore the map, fight for resources, and build a sprawling base. The second scenario, Fungal Swamp, takes place on a flooded map with limited building space and limited resources, encouraging changes in your approach to gameplay.
* New gameplay mechanics: build new, specialized buildings and defensive towers on water, cross pipelines with two different liquids using pipeline junctions, and feed a special neutral creature - Poogret - for gameplay rewards.
* Multiple new species of creatures, unlike anything you’ve seen before. Fight hordes of fearsome monsters lurking around every corner.
* More than 70 new research items and technologies to further enhance your base and Mr. Riggs’ abilities.
* New weapons and defensive towers. Build powerful weapons that will obliterate anyone threatening your base. That includes brand-new, massive, community-inspired 3x3 defensive towers with insane firepower.
* Numerous quality-of-life improvements, performance optimizations, and balancing changes.

**Purchasing *The Riftbreaker: Heart of the Swamp* paid DLC additionally offers:**

* Experience an exciting new branch of the Story Campaign taking place in the Fungal Swamp biome.
* Investigate the massive Great Mushroom Tree - a 100-meter-tall fruit body of a massive fungus that looms over the entire biome.
* Expand your Campaign Mode technology tree by researching unique technologies that can only be acquired in this biome.
* Collect information on new creatures, vegetation, and other curiosities found only in this underground environment.
* Bring the Great Mushroom Tree back to its former glory by helping it eliminate the parasites that seem to be swarming it.
* Adapt your base-building methods to make the most out of the limited building space in the flooded Swamp.
* Face fearsome enemies that will test your skills in all kinds of combat.

**ABOUT *THE RIFTBREAKER™***

As Captain Ashley S. Nowak, “the Riftbreaker,” you enter a one-way portal to Galatea 37, a distant planet in the far reaches of the Milky Way. Your purpose is to build and develop a base that will allow travel to and from Earth for further colonization. Ashley’s Mecha-Suit, which she calls “Mr. Riggs,” can withstand the harshest environmental conditions and has a full range of equipment for base construction, resource extraction, specimen gathering, and of course – combat. It is also capable of traveling through rifts that connect space across vast distances.

More information about *The Riftbreaker™* can be found on [Steam](https://store.steampowered.com/app/780310/The_Riftbreaker/), [GOG](https://www.gog.com/game/the_riftbreaker), the [Epic Games Store](https://www.epicgames.com/store/en-US/p/the-riftbreaker?lang=en-US), the [Microsoft Store](https://www.microsoft.com/en-us/p/the-riftbreaker/9p94pckp864b), [PlayStation Store](https://store.playstation.com/pl-pl/product/EP4380-PPSA03754_00-3110489674172889), the official [website](http://www.riftbreaker.com/), [Facebook](http://www.facebook.com/exorstudios), and [Twitter](http://www.twitter.com/exorstudios). You can also join the official [Discord](https://discord.gg/exorstudios) channel to chat with the developers about the game’s development progress.

**PC DLC REVIEW KEYS ARE NOW AVAILABLE. CONSOLE REVIEW KEYS WILL BE AVAILABLE AT A LATER DATE** Please get in touch with Agnieszka Szóstak at agnieszka.szostak@pr-outreach.com or call +48 881 951 601 if you’d like to test this World Expansion. Please share the information about the platform and region of your choice.

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**About EXOR Studios**

EXOR Studios is an independent game studio located in Szczecin, Poland. A team of passionate veterans, EXOR Studios focuses on delivering high-quality titles for core gaming platforms – PC and consoles. EXOR Studios was officially founded in 2007. However, the company’s roots as a modding group can be traced back to as early as 2003. The studio’s first major project was D.I.P.R.I.P., a total conversion mod for Valve Software’s Source Engine. The experience and know-how gained from this project have allowed the team to produce the games they love and want to make. The first standalone game from EXOR was *Zombie Driver*, which has sold over 1 million copies across multiple gaming platforms. The studio’s latest game, *X-Morph: Defense*, was released on PC, Xbox One, PlayStation 4, and Nintendo Switch to the acclaim of game critics and players alike. <https://www.exorstudios.com>