***The Riftbreaker*™receivesa massive World Expansion, including a huge, free content update and a paid, story-driven DLC called *Metal Terror*.**

**The huge update is available now on PC (Steam, GOG, the Epic Games Store), Xbox Series X|S (Microsoft Store), and PlayStation 5 (PlayStation Store).**

**FOR IMMEDIATE RELEASE – July 18th, Szczecin, Poland.**

***The Riftbreaker: Metal Terror* allows you to explore an entirely new area of Galatea 37 – the Metallic Valley. This previously unexplored biome holds many secrets, such as creature species, unlike anything you’ve seen before. It will also give you a chance to gather information about the strange ways the local flora has adapted to the conditions of this biome. And, of course, you’ll need to research anomalous objects that might open the door to unlocking powerful technological advancements. Most importantly, however, you should remember that some of the things you find there might send a shiver down your spine.**

Watch *The* *Riftbreaker*™ *Metal Terror* trailer [HERE](https://www.youtube.com/watch?v=bVGnw12bveU).

The *Metal Terror* DLC is available now on [Steam](https://store.steampowered.com/app/1945600/The_Riftbreaker_Metal_Terror/), [GOG](https://www.gog.com/game/the_riftbreaker), the [Epic Games Store](https://www.epicgames.com/store/pl/p/the-riftbreaker), the [Microsoft Store](https://www.xbox.com/en-us/games/store/the-riftbreaker-metal-terror/9png4fvsvdlz), and [PlayStation Store](https://store.playstation.com/pl-pl/product/EP4380-PPSA03754_00-9745575402691380) for the price of $9.99 (and local equivalents).

**THE FREE WORLD EXPANSION CONTENT UPDATE INCLUDES:**

* An entirely new Biome to explore – the Metallic Valley.
* A new Survival Mode scenario taking place in the new biome.
* Several new species of creatures, ranging from harmless herbivores to bloodthirsty predators looking for territorial domination.
* New technologies – harness the power of Morphium, a mysterious resource that seems to break the laws of physics.
* New weapons – defend your base with new varieties of defensive towers. Take the fight to the aliens with Lightning Guns, Heavy Plasma Cannons, and even a Chainsaw.
* Introducing the winners of our Community Design Contests – the Orbital Strike Cannon and Bioscanner Turret!
* A rebalanced Survival Mode experience – unlock more technologies, explore different builds, and gain access to Alien Technology without even building a Lab!
* Many quality-of-life improvements – mass repair and upgrade tools, a more intelligent floor building utility.

And many more! It’s worth reading the full update details available [HERE](https://store.steampowered.com/news/app/780310/view/3367020691428249993).

**THE PAID *METAL TERROR* DLC WILL ALLOW YOU TO:**

* Discover the strange history of the Metallic Valley in an entirely new branch of the Story Campaign spanning over several hours of gameplay.
* Establish an Outpost in a brand-new area of the planet – if you dare.
* Scan, analyze, and catalog the unique flora and fauna of the new biome.
* Face several new enemy species, each posing a different kind of challenge.
* Research new additions to the technology tree, utilizing the curiosities you discover in the new biome – buildings, weapons, and equipment.
* Solve the mystery that has remained hidden for millennia.
* The story portion of this expansion is integrated with the Main Campaign from the base edition of *The Riftbreaker.* The new branch and the expansion’s contents will unlock as you progress through the game. If you have previously completed *The Riftbreaker* Story Campaign, you can continue your adventure where you left off. The additional part of the story will unlock immediately, giving you the option to explore the new part of the world.

**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.

The press kit for the game is available at the following link: <https://pr-outreach.com/en/game/the-riftbreaker,21>.

**DLC REVIEW KEYS (PC, XBOX SERIES X|S, PLAYSTATION 5) ARE NOW AVAILABLE.** 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 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 800,000 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>