

TYPHOON

ACTION-ADVENTURE GAME VETERANS FORM NEW INDIE STUDIO SET TO CREATE COLORFUL PLAYER-DRIVEN EXPERIENCES

505 Games to Publish the First Title from Typhoon Studios

MONTREAL, Quebec – Sept. 5, 2018 – Game industry veterans Alex Hutchinson, Yassine Riahi and Reid Schneider’s new Montreal-based development studio, **Typhoon Studios**, has partnered with leading indie publisher **505 Games** on an unannounced multiplatform project. 505 Games joins partners including MAKERS Fund and Epic, creators of the Unreal Engine, to bring the first game from the offbeat Canadian studio to life. Citing their core tenets as “strong flavors, lots of intertwined systems, a penchant for bad jokes and a deep and abiding love of collaborative play”, Typhoon is dedicating themselves to building games that let players drive the action.

The all-star team of experienced game creators behind Typhoon Studios includes:

- **Alex Hutchinson, creative director and co-founder.** Most recently a creative director at Ubisoft Montreal, where he directed *Far Cry 4*, *Assassin’s Creed*. Other past work includes *Spore*, *The Sims 2* and *Army of Two: The 40th Day*.
- **Yassine Riahi, technical director and co-founder.** Prior to Typhoon he helped Rocksteady and WB Games Montreal ship various incarnations of the *Batman: Arkham* franchise, and earlier *Deus Ex: Mankind Divided*, *Homefront*, and the first two *Army of Two* titles.
- **Reid Schneider, executive producer and co-founder.** Prior to Typhoon he co-founded WB Games Montreal where he served as the Exec. Producer on *Batman: Arkham Origins* and *Batman: Arkham Knight*. Other past work includes the first two *Army of Two* titles, *Battlefield Vietnam*, and the original *Splinter Cell*.

“As a smaller independent studio, finding partners who will support our creative vision by giving us the freedom to build our game our way is a top priority, said Alex Hutchinson. “505 Games not only provides us that creative control, they offer deep support from a partner who really understands how to elevate indie games and bring out the best in the studios they team up with. Their track record speaks for itself.”

Typhoon Games joins a growing stable of up-and-coming, but deeply experienced developers partnered with 505 Games, including Remedy Entertainment (*Control*), Lab Zero Games (*Indivisible*), Otherside Entertainment (*Underworld Ascendant*) and Koji Igarashi (*Bloodstained*).

“We’ve been steadily expanding our portfolio over the last few years by identifying and partnering with unique indie studios poised to make fantastic quality games,” said Neil Ralley, president of 505 Games. “Once we saw the project Alex, Yassine, Reid and the team at Typhoon is developing, we jumped at the opportunity to be a part of it. We’re always on the hunt for creative, innovative games and developers

and this one certainly fits the bill perfectly. We look forward to helping Typhoon bring their exciting vision to life.”

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About Typhoon Studios

Typhoon Studios is a new company, launched in 2017, dedicated to building bright, bombastic games that let players, not developers, drive the action. Strong flavors, lots of intertwined systems, a penchant for bad jokes and a deep and abiding love of collaborative play drives us. Our first game is coming soon. Gird your loins.

Typhoon Studios is based in Montreal, Quebec. Its partners include MAKERS Fund and EPIC, makers of Unreal Engine. For more information about Typhoon Studios, please visit www.typhoonstudios.com.

About 505 Games

505 Games is a global video game publisher focused on offering a broad selection of titles for players of all ages and levels. The company publishes and distributes premium and free-to-play games on leading console, PC and handheld platforms as well as for mobile devices and social networks.

Publishing highlights in premium games include *Laser League*, *Last Day of June*, *PAYDAY 2*, *Terraria*, *Portal Knights*, *Assetto Corsa*, *ABZÛ*, *Virginia*, *Brothers – A Tale of Two Sons* and *How to Survive*. Free-to-play publishing highlights include *Battle Islands*, *Gems of War* and *Hawken*. Distribution highlights include *Stardew Valley*, *Dead by Daylight* and *Inside/Limbo*. Upcoming titles include Remedy Entertainment’s *CONTROL*, *OVERKILL’S The Walking Dead*, *Indivisible* (from the development team behind *Skullgirls*), *Underworld Ascendant* and Koji Igarashi’s next project, *Bloodstained: Ritual of the Night*.

505 Games has offices in California, United Kingdom, France, Germany, Italy, Spain and China. It works with a network of distribution and sub-licensing partners in all other markets. For more information on 505 Games and its products, please visit www.505games.com.

About Digital Bros Group

Listed on the Star segment of Borsa Italiana, Digital Bros Group is a global company that has been operating since 1989 as a developer, publisher and distributor of videogames through its brand 505

Games. The Group distributes its contents on both retail and digital channels. Digital Bros Group is active around the world through its own direct operations in Italy, the United States, the UK, France, Spain, Germany and China, with approximately 180 employees. For more information on Digital Bros Group and its products please visit www.digitalbros.com.