

CONTROL

REGAIN CONTROL, IN THE SUPERNATURAL ACTION-ADVENTURE GAME FROM REMEDY ENTERTAINMENT AND 505 GAMES, COMING IN 2019

World Premiere Trailer for Remedy's "Most Ambitious Game Yet" Revealed at Sony E3 Conference Showcases Complex Sandbox-Style World

CALABASAS, Calif. – June 11, 2018 – Internationally renowned developer [Remedy Entertainment, Plc.](#), along with its publishing partner [505 Games](#), have unveiled their highly anticipated game, previously known only by its codename, "P7." From the creators of *Max Payne* and *Alan Wake* comes [Control](#), a third-person action-adventure game combining Remedy's trademark gunplay with supernatural abilities. Revealed for the first time at the official Sony PlayStation E3 media briefing in the worldwide exclusive debut of the first trailer, *Control* is set in a unique and ever-changing world that juxtaposes our familiar reality with the strange and unexplainable. Welcome to the Federal Bureau of *Control*: <https://youtu.be/8ZrV2n9oHb4>

After a secretive agency in New York is invaded by an otherworldly threat, players will take on the role of Jesse Faden, the new Director struggling to regain *Control*. This sandbox-style, gameplay-driven experience built on the proprietary Northlight engine challenges players to master a combination of supernatural abilities, modifiable loadouts and reactive environments while fighting through the deep and mysterious worlds Remedy is known and loved for.

"*Control* represents a new exciting chapter for us, it redefines what a Remedy game is. It shows off our unique ability to build compelling worlds while providing a new player-driven way to experience them," said Mikael Kasurinen, game director of *Control*. "A key focus for Remedy has been to provide more agency through gameplay and allow our audience to experience the story of the world at their own pace"

"From our first meetings with Remedy we've been inspired by the vision and scope of *Control*, and we are proud to help them bring this game to life and get it into the hands of players," said Neil Ralley, president of 505 Games. "We believe this is going to be another major hit for both our companies, on a bigger scale than ever before."

Control will arrive on PlayStation 4, Xbox One, and Steam for PC in 2019. To register for more information and regular updates, please visit www.controlgame.com.

Limited appointments are available for qualified press to see a hands-off demo of *Control* at E3 this week. To schedule, please contact 505@wonacottpr.com.

About Remedy Entertainment

Remedy Entertainment Plc. is a globally successful console and PC game company founded in 1995 and based in Espoo, Finland. Remedy creates cinematic blockbuster action games that break media boundaries and push the envelope of 3D character technology, storytelling and visual effects. For further information: <https://www.remedygames.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 *Last Day of June*, *PAYDAY 2*, *Terraria*, *Portal Knights*, *Assetto Corsa*, *ABZÛ*, *Virginia*, *Brothers – A Tale of Two Sons*, *Laser League* 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 *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.