



**BLAST ONTO PCS TODAY WITH GUNS BLAZING IN PWND,
SKYDANCE INTERACTIVE'S ULTRA HIGH-MOBILITY FIRST-PERSON
ROCKET ARENA SHOOTER**

Death Is Temporary ... Humiliation Is Forever!

SANTA MONICA, Calif. – July 20, 2017 – PWN or be PWND as Skydance Interactive today unveils its high-flying, pulse-pounding, ultra high-mobility first-person rocket arena shooter that hurls you into a not-too-distant future of dynamic e-sports where “death is temporary ... humiliation is forever!”

PWND features fierce competition, big bad weapons and some very killer dance moves. A return to gaming’s golden age of the high-speed, multi-player rocket arena shooter, *PWND* brings the format to an entirely new level with unparalleled three-dimensional rocket jumping combat, extremely fast-paced competitive play, a diverse cast of colorful characters packing a vast array of heavy-duty weaponry, and a revolutionary scoring system. Did we mention the dance moves, which – quite literally – are used to down your opponents?

“We are thrilled to launch *PWND*, our uniquely character-driven team-based shooter that is all about three-dimensional combat in a high-speed, deadly arena filled with even faster talking opponents,” said Skydance Interactive President Peter Akemann. “As soon as you dive in (and up and down) with your friends, you’ll quickly realize that killing your enemies is only the beginning of the ultimate crusade in *PWND*!”

Featuring a diverse cast of characters, *PWND* offers multiple game modes and a rich tactical framework for team-based, multi-story vertical gameplay. Every *PWND* match is a no-holds-barred battle to the death – and then the real fun begins.

To score in the game’s dynamic point-capture system, you must “pwn” by performing a close-range victory dance on your downed opponent before they respawn, but be careful! Pull it off and you score, but make sure your team has your back as you celebrate, or you’ll find yourself on the wrong end of a pwn stack.

PWND launches today with three levels and four unique arena heroes – each of whom has his or her own capabilities, personality, and weaponry – with more to come over time. They include:

Hank “The Humiliator” Harris: An aggressive bruiser with a vicious frontal assault and an unparalleled rocket jumping technique. The bad boy of PWND won’t hesitate to unleash his Devastator, a single-fire rocket launcher that really packs a punch!

Risa “The Pwnisher” Ito: A fierce challenger equipped with a mech-suit engineered for speed and precision PWNing. She calls on an army of assistant PWN-bots – small robots programed to pwn the nearest downed enemy on her behalf.

Mack “The Law” Lawson: A formidable former security guard and commando. Mack is a walking fortress who fires a projectile that spawns a Lockdown Shield, blocking enemies and enemy fire. Just hope you don’t meet his Regulator, a shoulder mounted rocket launcher that fires three round bursts!

Victor “SPICE” Guerrero: A high-mobility mutant whose preferred strategy is to slow opponents down with his Time Wave, a special weapon which creates a disruption in the space-time continuum, causing enemies to move in slow motion. Once enemies are rendered helpless, Splice finishes them off at close range with his Scattershot - a shotgun that fires multiple exploding goo pellets.

PWND is now available on PCs everywhere via Steam at <http://store.steampowered.com/app/553660/PWND/>. The game can be purchased for a special launch week price of \$23.99 through July 26th and \$29.99 following.

View the official trailer for *PWND* here:
<https://www.youtube.com/watch?v=CFsXLGRDa6k>

For more information, please visit www.skydanceinteractive.com.

About Skydance Interactive

Skydance Interactive creates and publishes original and IP-based virtual reality, PC, and console games. The division of Skydance Media was launched in 2016 through the acquisition of The Workshop Entertainment, whose prior credits include franchise and genre-defining work on “Gears of War 4,” “XCOM 2” for PS4/Xbox One, “Borderlands 2: Mr. Torgue’s Campaign of Carnage,” and “Sorcery” for Playstation Move. Skydance Interactive’s first VR offering is “Archangel,” which launched on Playstation VR on July 18th and comes to other VR platforms on August 2nd. The studio is located in Marina del Rey, CA.

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