

## First Installment of Dystopian Thriller *République* Now Available on the App Store

*All-star cast brings jaw-dropping visuals and groundbreaking touchscreen stealth-survival gameplay to life, releasing first for iPad, iPhone and iPod touch*

**Seattle, WA – December 19, 2013** - Independent development studio Camouflaj announced today that the first installment in its dystopian action-adventure game *République* is now available on the App Store. Created by industry veterans behind such AAA games as *F.E.A.R.*, *Halo 4*, and *Metal Gear Solid 4*, and designed specifically for iOS, *République* brings console-quality gameplay and graphical fidelity to the iPhone, iPad and iPod touch.

“We’ve spent the past two years crafting stealth action that doesn’t require 17 buttons, or even a controller,” said Ryan Payton, designer at Camouflaj. “Using our smart AI and logic-based input systems, *République*’s ‘one touch’ input method is something we’re incredibly proud of, and we can’t wait to share it with the world.”

*République* secured a substantial portion of its funding via crowdfunding platform Kickstarter, concluding a successful campaign in May of 2012. Kickstarter backers will receive a free season pass (\$14.99 value) for all five episodes of *République*, with new episodes released every two to three months.

In *République*, players assist Hope, a desperate young woman struggling to escape from a secret, Orwellian state. Communicating using a stolen phone, Hope contacts the player and asks them to hack into the nation’s surveillance system, assume control, and guide her out of the clutches of the omnipresent Overseer.

Literary works such as *1984* and *Brave New World*, and current geopolitical events including global surveillance and Internet censorship serve as key sources of inspiration for both the narrative and the stealth-survival gameplay. Players expand their control over surveillance cameras and other network-enabled devices, growing into an active threat to the Overseer and his grip over his shadowy nation.

*République* introduces Rena Strober as the voice of Hope, backed by an all-star voice talent team. Jennifer Hale (Commander Shepard, *Mass Effect* series) plays Hope’s mentor, Mireille Prideaux, while David Hayter (Solid Snake, *Metal Gear Solid* series) gives voice to Zager, revolutionary and ghost in the political machine. Also featured are veteran voice actors Matthew Mercer (*Resident Evil 6*), Khary Payton (*Batman: Arkham Origins*), and Dwight Schultz (*killer7*).

Developed using the Unity games development platform, *République* also showcases Faceware Technologies’ cutting-edge facial motion capture hardware and software used to create the believable character animations.

Available in French, German, Spanish, Russian and Brazilian Portuguese, the first episode of *République* is available for \$4.99 exclusively on the App Store on iPhone, iPad and iPod touch or at [www.AppStore.com/Republique](http://www.AppStore.com/Republique). *République* is also scheduled for release on PC and Mac in 2014. For more information, visit [www.camouflaj.com](http://www.camouflaj.com).

(App Store Link: [insert])

### **About République Manifesto**

Written by James Clinton Howell, the *République Manifesto* iBook offers enhanced insight into the game's Orwellian world. In association with publisher Future Press (*Dark Souls: The Official Guide*), the *République Manifesto* contains the provocative writings of the mysterious Kenichiro Treglazov, also known as the Overseer. Treating on greater governmental control and internet regulation, the book is a key piece of the game's fiction. *République's* diehard revolutionary Zager has marked up the book with notes, hints and maps that act as a contextual strategy guide. Each of the game's "Intelligentsia-level" Kickstarter backers will receive the collector's hardback edition after all five chapters have been released online. An indispensable and enlightening companion piece to the interactive experience, *République Manifesto CH1* is 40 pages, and available through Wagtail Publishing ([www.wagtailpublishing.com](http://www.wagtailpublishing.com)) and soon on the iBooks store for \$1.99. (Note: The *République Manifesto* is in English only.)

### **About République Soundtrack**

A haunting, suspenseful, and stirring soundtrack by composer Zinc LeMone is the beating heart of the *République* experience. By turns minimalist, subtle, and symphonic, its presence is felt in every scene of the game. Featuring twelve tracks, including the eponymous track that accompanied the game's debut trailer, *République Soundtrack EP1: Exordium* is available now on the iTunes store for \$4.99.

<https://itunes.apple.com/us/album/republique-ep1-exordium/id773263307>

### **About Camouflaj**

Founded by former *Halo 4* creative director and *Metal Gear Solid 4* producer Ryan Payton, Camouflaj is a Seattle-based boutique game studio. Comprised of industry veterans from such best-selling, award-winning franchises as *F.E.A.R.*, *Lord of the Rings*, *Red Dead Redemption*, and *S.O.C.O.M.*, Camouflaj is a nimble team of industry veterans and talented newcomers, innovators and risk-takers, dedicated to bringing the high-quality, focused game experiences to the broadest possible audiences.

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