



GAMESinFLAMES

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– PRESS RELEASE FOR IMMEDIATE DISTRIBUTION –

Knights of Valour out now for PlayStation 4

Free-to-Play 3D side-scrolling beat 'em up is now available for download in Europe and Australia

Munich, May 3, 2017 – Arcade never dies... and returns to Europe and Australia today!

Knights of Valour, the side-scrolling, stage-based beat 'em up for up to four players is now available for download on the PlayStation®4 system in Europe and Australia. Based on the popular arcade game, players assume the role of one of seven different characters, each with a set of unique skills and different playstyles to fit individual preferences. Alone or with up to three friends in the online coop mode, players will have to defeat the henchmen of the Yan Emperor and keep an ancient evil from destroying the world.

Based on the classic arcade franchise and again developed by arcade game veterans International Games System Corp. (IGS), *Knights of Valour* is an action-packed and fast-paced beat 'em up, taking place in beautiful, side-scrolling stages.

"After announcing the release of *Knights of Valour*, we were overwhelmed by the amount of positive feedback from the community," comments Achim Kaspers, General Manager GAMESinFLAMES. "We really seem to have hit a nerve. *Knights of Valour* has fans all around the world, and everyone is really excited to finally get to play the latest title of the franchise. We couldn't be happier and are looking forward to see the community grow further worldwide."

Knights of Valour is available free of charge exclusively for PlayStation®4 on the PlayStation store. For more information, visit <http://www.kov-game.com/>, watch the trailer on [YouTube](#) and become a fan on [Facebook](#). The press kit can be downloaded at <http://www.gamesinflames.com/press/>

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About GAMESinFLAMES

GAMESinFLAMES is an independent, Digital Only-Publisher for all significant platforms. We are gamers and a team of games industry veterans with great expertise in Production, Product Management, Marketing/PR, User Acquisition, Community Management and Monetization. We love games with a twist and assist developers during all production processes, starting from the initial concept phase through launch and live phase. As a member of the remote control family, which is home to a suite of developers, we understand their needs and are able to assist during all production steps. For more information about GAMESinFLAMES please visit <http://www.gamesinflames.com/>

GAMESinFLAMES is part of the developer family remote control productions. More information about remote control productions: <http://www.r-control.de>

About remote control productions GmbH

remote control productions (rcp) is an independent production house focusing on development and production of games and gaming applications and leads Europe's major developer family. Since 2005 the Munich-based company is supporting, financing and coaching startups and development studios creating games for all platforms including PC, mobile and console. In addition, rcp is participating in projects in the areas of serious games, gamification, conferences, education and lobbying. rcp has partnered up with and become co-owners of multiple development studios; the ever-expanding network consists of a dozen studios with different fields of expertise like mobile games, browser games, serious games or gamification applications. Thanks to the internal network and additional partners nationally and internationally, rcp has established itself as a credible, efficient and reliable production partner on more than 50 projects for PC, mobile, browser and console. Our work for hire, publishing and licensing partners include Rovio Entertainment, Paradox Interactive, Deep Silver/Fishlabs, Ubisoft, Astragon, ProSiebenSat.1 Games, Ravensburger Digital, Gamevil, Chillingo, Volkswagen, spilgames, DeNA, Bigpoint, Intel, Audi and many more. For more information please visit: <http://www.r-control.de/>.