

# WARNER BROS. INTERACTIVE ENTERTAINMENT AND SUPERGIANT GAMES TEAM UP ON *BASTION*

Acclaimed Indie Title to Debut on Xbox LIVE Arcade in Summer 2011

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Burbank, Calif. – March 10, 2011 – Warner Bros. Interactive Entertainment today announces a partnership with independent development studio Supergiant Games to publish the highly-anticipated original action role-playing game, *Bastion*. Reflecting Warner Bros. Interactive Entertainment's continued expansion into the digital gaming market and its commitment to high-quality original content, *Bastion* will debut this summer on Xbox LIVE Arcade for the Xbox 360® videogame and entertainment system from Microsoft.

The game will be available for consumers to play at PAX East March 11 - 13 in both the Warner Bros. Interactive Entertainment and Supergiant Games booths, where players can experience the unique game firsthand. *Bastion* has received numerous accolades since its 2010 unveiling, including an award for "Best New IP" at the popular PAX Prime event, where the game was also selected among the elite "PAX 10" independent games of the show. Additionally, *Bastion* was nominated for the "Excellence in Audio" and "Excellence in Visual Art" awards at the 2011 Independent Games Festival.

"We are looking forward to working with Supergiant Games to bring the unique gaming experience in *Bastion* to all types of players," said Martin Tremblay, President of Warner Bros. Interactive Entertainment. "We have seen tremendous talent coming from independent development studios and *Bastion* is a fantastic example of the innovation and imagination in that game space."

"We're thrilled to be working with Warner Bros. Interactive Entertainment on *Bastion*," said Amir Rao, Studio Director of Supergiant Games. "Warner Bros. instantly saw the potential of our original game world and narrative style, and is providing Supergiant Games with the support and autonomy we need to make *Bastion* an amazing experience."

*Bastion* features a compelling interactive story and imaginative hand-painted environments, all available in stunning HD. The game is dynamically narrated, gradually revealing a rich back-

story as the narrator reacts to the player's actions in real time, giving context and deeper meaning to their interactions in the world around them.

In ***Bastion***, players assume the role of “the Kid,” a survivor of a cataclysmic event that shattered the world around him, as he faces the monumental task of constructing a safe haven for him and his loved ones from broken remnants of the past. As players journey into the wild unknown, they will confront strange beasts, forge an array of customizable weapons, and gain new powers from specially-brewed spirits.

The game will also be available on PC later this year.

For the latest information on the game, visit [www.buildthebastion.com](http://www.buildthebastion.com).

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#### **About Supergiant Games**

Founded in 2009, Supergiant Games is a small independent developer with big ambitions: to make games that spark players' imaginations like the games they played as kids, while enabling them to share the experience with those they love. Prior to forming the company, the founders spent years working together in key design roles on successful, big-budget productions for major publishers, but walked away in order to take bolder creative risks crafting original games. Supergiant Games is headquartered in San Jose, CA. To learn more, visit [www.supergiantgames.com](http://www.supergiantgames.com).

#### **About Warner Bros. Interactive Entertainment**

Warner Bros. Interactive Entertainment, a division of Warner Bros. Home Entertainment Group, is a premier worldwide publisher, developer, licensor and distributor of entertainment content for the interactive space across all current and future platforms, including console, handheld and PC-based gaming for both internal and third party game titles.

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