

PRESS RELEASE 16 December 2022 17:00:00 CET

Zordix announces release date of April 18th for own-IP God of Rock alongside a new gameplay trailer

Umeå, Sweden (Dec. 16, 2022) – Zordix AB (Publ) (Nasdaq: ZORDIX B) today announced together with Modus Games, that God of Rock will open its world tour on April 18, 2023. The rhythmic fighting game will be available on PC and consoles. Attendees of this weekend's Holiday Matsuri event can try out a new playable demo.

News of the game's release date was accompanied by a brand-new **God of Rock's overview trailer** to showcase the unique blend of fighting and rhythmic gameplay.

"We spent the past year building an integrated global entertainment company with a solid pipeline of our own-IP titles. We are excited about April 18th release and to show the fun and original gameplay of God of Rock to the participants at Holiday Matsuri, this weekend. This game is one of the first on our roadmap of significant releases to come," says Christina Seelye, CEO of Zordix.

Attendees of the Holiday Matsuri event in Orlando, Florida can get their hands on a new playable demo. Holiday Matsuri is an anime, gaming, cosplay, and pop culture convention that takes place in Orlando, Florida.

Face off against your opponents as one of the universe's greatest talents, and with the power of your righteous beats, blast them into orbit. You and your enemy will engage in a match just like in any other fighting game, but the actual battle will be driven by rhythm game mechanics. As battles continue and health bars wear down, the beat will pick up. Keep up with the music, or your attacks will miss their mark. In these fights, the one who loses their groove first will be the one to fall.

For more information on God of Rock and Modus Games, visit **www.modusgames.com** or follow @modusgames on **Twitter**, **Facebook**, **Instagram**, and **Discord**.

About Modus Games

Modus Games is one of the fastest-growing video game publishers in the world. The label prides itself on providing AAA publishing services to talented developers across the globe. Modus Studios is a full-service development studio supporting creators of inspired interactive entertainment. For more information, visit www.modusgames.com.

ZORDIX

Modus Studios

Modus Studios is a cross-platform development company specializing in first-party game development, as well as technical support services. Modus Studios excels in all levels of video game development, from building beautiful environments, compelling narratives, and deeply engaging gameplay to the technical expertise required of console porting.

For more information, please contact:

Christina Seelye, CEO E-post: christina.seelye@zordix.com | Tel: +46 90 690 70 66

For more information regarding the company and investments, please contact **ir@zordix**. **com**.

Certified Adviser

Augment Partners AB, **info@augment.se**, tel +46 (0) 8 604 22 55, is Zordix AB (publ)'s Certified Adviser.

About Zordix

Zordix is a multinational development and publishing group dedicated to bringing the highest level of innovation, technology, and creative ambition to the global games market through its growing family of brands. The group currently consists of five studios and four publishers and leverages each entity's unique capabilities and brand identity to deliver influential and entertaining content to gamers worldwide. Dimfrost Studio, Invictus, Mane6, Zordix Racing, and Modus Studios make up the Zordix development branch, while Maximum Games, Merge Games, Modus Games, and Just For Games publish both owned original IP and third-party content across consoles and PC. Headquartered in Umeå, Sweden, Zordix employs over 200 people across offices in the US, Latin America, Sweden, France, UK, and Hungary. Through strategic acquisitions, leveraging its massive global infrastructure, and perpetually seeking artistic and inspired games to bring to market, Zordix continues to scale with the expanding industry.

For more information, visit www.zordix.com.

Image Attachments

God Of Rock

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