

PRESS RELEASE

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Slash 'em Up Title "Morbid: The Lords of Ire" Pulls Forward with New May 17th Launch Date Alongside Xbox One Reveal

Stockholm, Sweden (April 23rd, 2024) Maximum Entertainment AB (Nasdaq: MAXENT B) and developer Still Running today revealed nightmarish action-adventure "Morbid: The Lords of Ire" will be pulling forward with a new 17th May launch date for all platforms. Coming to PC, PlayStation 5, Nintendo Switch and Xbox Series X|S, the slash 'em up is also proud to reveal support for Xbox One, allowing last gen players to also enjoy this sequel to critically acclaimed 'Morbid: The Seven Acolytes'.

"We are extremely happy to announce the official release of 'Morbid: The Lords of Ire' ahead of its originally scheduled date, on all major platforms," said **Christina Seelye, CEO of Maximum Entertainment**. "This highly anticipated sequel is sure to test players' skills and resolve as they make challenging character choices and level up through five levels across the Lands of Ire."

Physical versions of 'Morbid: The Lords of Ire' will also be heading to PlayStation 5 & Nintendo Switch.

Watch latest 'Morbid: The Lords of Ire' trailer: <https://youtu.be/WI4okZfPyLo>

Sequel to the studio's smash hit '[Morbid: The Seven Acolytes](#)', the critically acclaimed isometric souls-like originally launched in 2020, '**Morbid: The Lords of Ire**' invites players to **risk madness venturing through a revolting hell from an all new 3D perspective.**

Key Features:

- Diverse environments across five unique levels filled with nightmarish visions and stomach-churning creatures.
- Different playstyles using a variety of weapon styles, runes & blessings.
- Building on the sanity system from '[Morbid: The Seven Acolytes](#)', your choices will send your character down a path of Enlightenment or Insanity, each granting her special powers.
- A wide array of horrific enemies, dark monstrosities and epic boss battles with the mighty Lords of Ire.
- A brand new way to experience the lore of Morbid as the series steps into 3D perspective.

'*Morbid: The Lords of Ire*' is developed by Still Running and published by Merge Games, a Maximum Entertainment company. Coming to PC, PlayStation 5, Nintendo Switch, Xbox Series X|S and Xbox One from 17th May. Players can get hands-on in the very first demo available now on [Steam](#) and [PlayStation® 5](#), and wishlist on [Nintendo Switch](#).

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About Maximum Entertainment

Maximum Entertainment is a global entertainment company dedicated to crafting indie to AA video game experiences through original content and licensed partnerships. A fully integrated group with a broad portfolio of content, the company emphasizes collaboration and inclusivity in its partnerships to produce the highest level of interactive entertainment. With more than 300 titles in its catalog, Maximum Entertainment has joined forces with talented creators and renowned franchises around the globe to deliver magic to the gamer in everyone. Maximum Entertainment employs more than 200 professionals across the entire value chain of video games including development, publishing, transmedia, sales, and operations. Visit Maximum Entertainment at www.maximument.com.

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Image Attachments

[Morbid May17](#)

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