



Content update released for Trine 3: The Artifacts of Power

Early Access a success so far, sales at 3x compared to Trine 2, new content released earlier to celebrate

Helsinki, Finland – 24 April 2015 – Frozenbyte is pleased to close the week by announcing that the launch of Trine 3: The Artifacts of Power in Steam® Early Access has been a success, with the game already selling three times as much as the launch of Trine 2. The continued success of the series has prompted an earlier-than-expected celebratory content update featuring a new Challenge Level “A Brush with Death” for the Thief Zoya.

“Trine 3: The Artifacts of Power has sold over three times better than Trine 1 or Trine 2 did in their pre-order launches. From our over 8 million sold Trine games Steam has sold over 3 million copies and we are super-excited to see Steam once again exceed our expectations,” says Lauri Hyvärinen, CEO of Frozenbyte.

“People have been very positive overall about the Early Access and the sales have been great, so we decided to release a bit of new content already this weekend to celebrate this – an additional Challenge Level for the Thief called “A Brush with Death”! Along with the update are of course a lot of optimizations, tweaks and fixes,” says Kai Tuovinen, Marketing Manager.

The game has been updated with the following changes:

Content updates

- * A new Challenge Level “A Brush with Death” (Zoya)

Technical

- * Added some optimizations
- * Fixed crash issues when using RESUME GAME
- * Fixed crash issues right after loading screen
- * Fixed crash in "Amusement Park" level
- * Fixed few other rare crash issues

Rendering

- * Fixed some graphical popping (unfortunately doesn't fix the major flickering issues)

Gameplay

- * Tweaked player walljump logic
- * Tweaked Thief bow shooting logic
- * Tweaked Wizard levitation logic

Levels

- * Added more gameplay items into "Amusement Park" level
- * Fixed lots of gameplay issues in all levels

Cinematics

- * Tweaked and polished various in-game cutscenes (animations etc.)

Audio

- * Added lots of new audio effects to various levels and gameplay elements

GUI

- * Fixed cursor in configure controls menu
- * Tweaked character info HUD fade out logic

Online multiplayer

- * Added text chat support (key bind: T)
- * Added work around to missing audio (Voice Chat is disabled by default) (please delete file: %appdata%/Trine3/options.txt)
- * Fixed some Thief grappling hook net sync issues
- * Fixed some AI net sync issues
- * Fixed some Wallbuster boss net sync issues

Info

- * When reporting bugs, please always state game's version number and build number. Check the version number from the game's main menu.

The Steam Store Page for the game is at <http://store.steampowered.com/app/319910/>. The content update is the first of many to come before the full version is expected to release in the fall 2015. The next major content update is expected to come in May.

Trine 3: The Artifacts of Power is available now in Steam Early Access for \$19.99 / 19.99€ / £14.99. A 10% discount is applied until April 28 to celebrate the first week of the Early Access launch.

Press Materials: http://frozenbyte.com/presskit/sheet.php?p=trine_3

YouTube™ link to new Early Access trailer: <https://youtu.be/OwwZC0r94zo>

YouTube™ link to Announcement trailer: <http://youtu.be/0tS05xEHKbQ>

Official website: www.trine3.com

Frozenbyte: www.frozenbyte.com & www.frozenbyte.com/presskit

Contact: press@frozenbyte dot com – Kai Tuovinen, Marketing Manager & Joel Kinnunen, Vice President

Frozenbyte is an independent game developer founded in 2001 and is based in Helsinki, Finland. Please visit the official website at <http://www.frozenbyte.com/> for more information.

With the support of the Creative Europe Programme - MEDIA of the European Union.

Trine, Trine 2 and Trine 3 are trademarks or registered trademarks of Frozenbyte Oy. Copyright 2008-2015 Frozenbyte Oy. All rights reserved.

YouTube is a trademark of Google Inc.

“Steam” is a trademark or registered trademark of Valve Corporation.

All other trademarks are properties of their respective owners.