FOR IMMEDIATE RELEASE:

Flashing Lights | Q1 2020 Updates Roadmap Announced

Banbury, Oxfordshire – 29th January 2020

Details on the February and March updates for Flashing Lights have been revealed. Based upon community feedback, a driveable tow truck, brand new police, firefighter and EMS missions and more are all coming in the first quarter of 2020.

Available in Early Access for PC and Mac, the online multiplayer emergency services simulator has sold over 120,000 copies to date.

Q1 2020 Roadmap Plans

2020 will be a big year for Flashing Lights, with developer Nils Jakrins focusing development on some major background work to improve upon the game's visuals and performance – this work will come to fruition later on in 2020.

While this major background work is ongoing, we continue to be committed to delivering ongoing new content for our passionate player-base, which is why we asked the game's 11,000 strong Discord server to vote on which additional content they'd like to see prioritised. Below is the final roadmap, with that feedback taken on-board:

February

Driveable tow truck for police

Tow truck callouts for police

New police callout: Arsonist - fire department players assist in multiplayer

March

Unmarked 'charger' car for police

Flashlights & flares for all departments

Portable lights for fire department

Extra vehicle lights

Additional fire department missions: rescue trapped drivers and put out vehicle fires

Extra EMS missions: vehicle incidents with multiple injured patients to attend to

This is just the beginning for 2020, with big plans ahead.

In order to request a press copy of Flashing Lights, please email us directly at jamesc@excalibur-games.com or request a code on Keymailer.

About Flashing Lights

Flashing Lights is a single-player and multiplayer emergency services simulator focusing on police, firefighters and emergency medical services. Enrolling with one of these departments, players will take on unique missions in an open world. Players will engage in desperate car chases, treat life-threatening injuries, and put out lethal fires. Each department has its own vehicles and equipment for players to utilise.

All Links

Flashing Lights on Steam: http://store.steampowered.com/app/605740

Flashing Lights Official Gameplay Trailer: https://youtu.be/69v-j9_uEMM

Flashing Lights on Keymailer: https://www.keymailer.co/g/games/47814

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About the Developer

Flashing Lights is Nils' debut game and is inspired directly by his own passions. Having wanted to play an open world multiplayer emergency simulator with friends, Nils took the idea into his own hands and began working on Flashing Lights in his spare time. Now, having been signed on by Excalibur Games, Nils is evolving the game in new and exciting ways with monthly updates throughout Early Access.

About Excalibur Games

Excalibur Games is the publishing arm of parent company Contact Sales Ltd, which was founded in 1997.

Excalibur Games has moved forward to release its own original products, in addition to widely recognised licensed titles.

Successful releases Jalopy, Tracks, Shoppe Keep 2 and Flashing Lights have propelled Excalibur's digital portfolio forward.

Excalibur has worldwide Microsoft™ Xbox One, Sony™ Playstation 4 and Nintendo™ Switch publisher status.

Excalibur will also continue to license high-end simulation franchises such as Euro Truck Simulator and American Truck Simulator, from highly acclaimed developer SCS Software.

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