FOR IMMEDIATE RELEASE:

Flashing Lights | Q3 2020 Updates Roadmap Announced

Banbury, Oxfordshire – 2ⁿᵈ July 2020

Since the Early Access launch of [Flashing Lights](#) back in June 2018, for PC and Mac, the game itself and the passionate community has grown exponentially. The online multiplayer emergency services simulator has sold over 120,000 copies to date.

Today, we're proud to announce ambitious plans for July, August and September 2020 updates, which includes further vehicle customisation options in July and in-game voice chat in August.

Developer Nils Jakrins has been working on major background work that will ensure Flashing Lights is bigger, better, faster and stronger before the end of the year. Players will get their first taste of this in September.

Q3 2020 Roadmap Plans

July – Lights Update Part 2

Lights colour customisation - all departments

Lights pattern customisation - all departments

August – Communication Update

In-game voice chat

Channels for text chat (department chat & walkie talkies)

September – Background Work Part 1: Open Beta

Environmental optimisation preview - beta available from the main menu

To request a press copy of Flashing Lights, please do the following:

Media and journalists - email jamesc@excalibur-games.com

Content creators and streamers - request your code via [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.

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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 – Nils Jakrins

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 regular 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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