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2064: Read Only Memories, Cyberpunk Adventure Game, to Launch on PS4 and Vita on August 16th

Game features a dynamic 29 person voiceover cast, including a wrestling superstar and voiceover talent from Telltale's "The Walking Dead"

San Francisco, CA (June 23, 2016)—*2064: Read Only Memories*, a mysterious and deep cyberpunk adventure game, is pleased to announced that it will be launching on PS4 and Vita on August 16th. Set in Neo-San Francisco nearly fifty years into the future, the game takes players on a whirlwind adventure as they work to uncover the mystery of what happened to the creator of their adorable robot friend Turing, the world's first sapient machine. Meeting and interacting with a diverse and dynamic cast of people all with complex personalities, players will solve puzzles and investigate this futuristic world, while making choices that determine their trajectory throughout the game.

As players delve deeper into the narrative of this point and click game, they'll find themselves entangled in a thought provoking story riddled with important life questions, but few answers. Players will need to make choices that ultimately determine if they and Turing are able to survive in Neo-SF, and evaluate how they feel about the inevitable future entanglement of humanity and technology.

With vastly contrasting pixelated art and a futuristic story, *2064: Read Only Memories* challenges players not only to solve the mystery to save their friend, but to evaluate their feelings on complicated and incredibly relevant issues about what it means to be human, the dark side of technology, and how discrimination can have a larger-scale impact on the world.

Nearly four months earlier than the December release date promised to fans, the August 16th PS4 and Vita launch includes a hugely diverse voiceover cast of 29 people, including UpUpDownDown's Austin Creed (a.k.a. WWE Superstar Xavier Woods), and *The Walking Dead's* Melissa Hutchison.

2064: Read Only Memories marks Austin Creed's first ever role in a video game. "I'm really excited to be a part of a game that's super nerdy, but also touches on deeper level issues that matter more than ever right now," said Creed, who plays Vincent in the game. "When I learned what the game was about on a deeper level, I couldn't wait to be part of it."

Melissa Hutchison, who plays Turing in the game, also couldn't wait to get onboard as part of the *2064: Read Only Memories* cast. "2064 is a really special game that's not only super accessible, but also deals with complex issues. Turing was an incredibly fun character to do voice acting for and I can't wait for everyone to fall in love with them and the game's story like I did", she said.

The voiceovers, now making up the vast majority of the game's previously text-based dialogue, are not simply the original script put into voice form. The developer team, MidBoss, has done a large rewrite of the

dialogue to better communicate the game's rich narrative. The MidBoss team felt strongly that having the majority of the narrative be spoken dialogue brought an aura of magic and interactivity to the game while also allowing for nuance in tone and subject matter.

Featuring a wide range of game industry personalities, including Zoe Quinn, Jim Sterling, Dan Ryckert, *Gone Home's* Sarah Elmaleh, and *The Wolf Among Us's* Adam Harrington, the MidBoss team worked hard to not just get well known voices, but to also get voices in the game that are actually representative of the characters, race, sexuality, and gender of the characters they play. *2064: Read Only Memories* has been praised for showcasing a diverse cast with mostly queer characters and allowing players to use or create whichever pronouns they most identify with. The MidBoss team wanted to ensure that the game stayed true to their original vision when casting voiceover actors.

"One of the things we're most excited about is not only the amazing and talented cast of well-known game personalities and voiceover talent, but also how we were able to work with an incredibly diverse cast, some of whom are unknown names, but are representative of the characters in the game," said Matt Conn, founder of MidBoss. "We worked hard to find people of color and LGBT folks to play those characters in the game. We really wanted to stay true to these characters and who they are on every level."

In addition to the voiceovers and rewritten dialogue, the game includes revamped and updated puzzles with more intrigue, new character animations and profile boxes. *2064: Read Only Memories* will be available for \$19.99 with a 10% launch discount and is cross-buy on PS4, Vita, and PC . For more information, please visit: <http://midboss.com/2064vo/>

About MidBoss:

MidBoss is a games and media production studio headquartered in San Francisco, California. Our projects include acclaimed documentary, *Gaming in Color*, international queer gaming convention *GaymerX* and the cyberpunk point and click adventure, *Read Only Memories*.

We're staffed by professionals from diverse backgrounds, founded on the belief that fun, interesting media can also create an environment where inclusive characters can be a part of mainstream media and beyond.