

Reveal Trailer: https://youtu.be/q7DsfwK_3cY

Assets: <https://www.ninetofive.game/press/>

REDHILL GAMES ANNOUNCES *NINE TO FIVE*, A FRESH TAKE ON TEAM-BASED TACTICAL SHOOTERS

Veteran AAA studio reveals debut title at The Game Awards, sign up now for 2020 PC alpha

LOS ANGELES & HELSINKI – Dec. 13, 2019 – Redhill Games, the multinational studio founded by veterans of AAA companies like Remedy Entertainment and Wargaming, has revealed its debut IP – ***Nine to Five***. Unveiled at The Game Awards, *Nine to Five* is a fresh take on the tactical first-person shooter where smart teamwork triumphs over brute force and reflexes.

“A lot of modern shooters are often too chaotic and random to really let you enjoy them. With *Nine to Five*, we’re challenging players with creative new mechanics to bring back that classic feeling of playing with friends, finding your role, and working together to outplay the competition,” said Redhill Games CEO Matias Myllyrinne.

Set in a near-future where corporations rule everything and being a mercenary is just another job, *Nine to Five* is all about the thrill of outsmarting your opponents. Each match pits three teams of three against each other across three intense rounds with changing objectives. Every round influences the next, ratcheting up the tension and forcing players to constantly adapt their strategy to win.

“At Redhill, we think everyone should be able to come away from a game feeling like they made meaningful progress each time they play. Even if you only have 15 minutes, *Nine to Five* promises you a great PvP experience made by people who love this genre,” said Myllyrinne.

Nine to Five is currently in development for PC. The team at Redhill is committed to engaging the community early for feedback on the game’s evolution. Players can sign up now at www.NineteoFive.game for a chance to be the first to play the alpha test of *Nine to Five* in 2020.

About Redhill Games

Headquartered in Helsinki with multinational leadership and talent drawn from many of gaming’s top companies, Redhill Games’ core focus is creating high-quality titles that capitalize on the team’s extensive knowledge of extraordinary games-as-a-service experiences. Investors include Makers Fund and Play Ventures, as well as industry heavyweights like Unity founder David Helgason, Los Angeles-based investor and game executive Jason Kay, and Mika Reini, the former CFO of Remedy Entertainment. www.RedhillGames.com

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