



FOR IMMEDIATE RELEASE

Poppermost brings SNOW™ to Gamescom for Closed Door Demos! Press appointments now available

Stockholm, Sweden - July 2013 – Poppermost Productions, the independent developer will be at Gamescom to showcase SNOW. With the game set for an Alpha release later this year, Poppermost will be demoing the game behind closed doors for preview purposes.

In addition to demonstrating the latest progress with the game, Poppermost will also delve deeper into their work with Crytek and CryENGINE 3 as an indie developer. Poppermost, which consists of a three-man team, will also provide unique insights into the challenges of bringing their open world game to life.

In addition, what is typically associated with big publisher-driven titles, Poppermost has been able to cross industry lines to partner with the biggest winter sports athletes and brands.

Poppermost will be at Gamescom from Wednesday August 21st and will be available to meet at request.

Game assets can be found at: www.snowthegame.com/press

About Poppermost Productions

Poppermost Productions is an independent game developer based in Stockholm, Sweden. They make games comprising two essential ingredients: love and passion.

About SNOW™

SNOW is the first free-to-play, open-world winter sports game developed using acclaimed CryENGINE 3 game technology.

###

Media contact

Alexander Bergendahl

Poppermost Productions

alexander@poppermost.se