FOR IMMEDIATE RELEASE:

Flashing Lights - Roadmap Update

Banbury, Oxfordshire – 21st October 2020

Big changes are coming to Flashing Lights.

Today's announcement is led by a brand new map for players to explore, releasing over the course of October 2020 to March 2021. The main reason for this is to move the map to a tile based loading system which will allow us to improve the performance of Flashing Lights and enhance the experience for many players. This month will offer the first glimpse of the new map.

In addition to the new map we are improving the callout dispatch system, as well as implementing new traffic AI and additional callouts.

- October – Explorable Small Map First Look: Your first chance to explore the newly optimised map (no callouts or traffic). The first step in a newly optimised, game experience.
- November – Sirens Customisation: Sirens selection plus manual vehicle siren controls.
- December – Optimised Map Release Part 1: Small map single player callouts + improved dispatch system based on community feedback
- January – Optimised Map Release Part 2: Small map new multiplayer callouts + improved dispatch system based on community feedback
- February – Optimised Map Release Part 3: Overhauled traffic AI + traffic will appear on the streets of the new small map.
- March – Optimised Map Release Part 4: Fully functional enhanced and optimised new map. This will form the foundation of the ongoing game development.

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.

Press Copies

To request press copies of Flashing Lights:
Media and journalists – email wills@excalibur-games.com
Content creators – please request via Keymailer

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
Excalibur Games on Facebook: https://www.facebook.com/ExcalPublishing/
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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^{TM} Xbox One, Sony^{TM} Playstation 4 and Nintendo^{TM} Switch publisher status.

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Excalibur Publishing is a trading name of Contact Sales Ltd.
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