FOR IMMEDIATE RELEASE:

Flashing Lights | Q2 2020 Updates Roadmap Announced

Banbury, Oxfordshire – 31st March 2020

Since the Early Access launch of Flashing Lights back in June 2018, for PC and Mac, regular content updates have ensured the game's ongoing popularity. The online multiplayer emergency services simulator has sold over 120,000 copies to date.

Today, we're announcing plans for the April, May and June 2020 updates, which includes new missions for the police department, emergency vehicle lights customisation and more.

Developer Nils Jakrins is also continuing with major background work that will ensure Flashing Lights is bigger, better, faster and stronger before the end of the year. More on that in the coming months.

Q1 2020 Roadmap Plans

April

New police callout: Shoplifting

New police callout: Escaped convict/fleeing suspect search

New police callout: Missing person

Enhanced vehicle dashboards

Fix: Player vehicle sound sync in MP

May

Bug fixing month

June

Vehicle lights customisation (lightbars, grill lights, rambar lights and more)

Vehicle lights pattern and colour customisation

In order to request a press copy of Flashing Lights, please email us directly at jamesc@excalibur-games.com or request a code on 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.

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^{TM} Xbox One, Sony^{TM} Playstation 4 and Nintendo^{TM} 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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