



## FOR IMMEDIATE RELEASE:

### Road to Guangdong | Car Interactivity Update

Banbury, Oxfordshire – 8<sup>th</sup> July 2019

[Road to Guangdong](#), the narrative driving adventure game, has received four Early Access updates in just over four weeks since its June launch. Key player-requested features, such as being able to repair the car out on the road, have already been added.

Developer Just Add Oil Games' community feedback-led work sees another update released today, which majorly alters the way in which interactivity with the car, Sandy, works. Now, instead of following a UI prompt and pressing a key on the keyboard, players manually ignite the engine, turn on the headlights, change the radio channel and get in and out of the car, bringing more authenticity to gameplay.

There are many more updates to come, both improving the game experience and adding new content and stories.

Some of the key development team members:

**Alex Darby** – Ex-Codemasters Senior Designer/Programmer who went on to work at FreeStyleGames on the DJ Hero franchise. Now, working on Road to Guangdong as well as other projects as the director of Darbotron, Alex has been nominated for the [Game Dev Heroes 2019](#) Programming award.

**Yen Ooi** – A published sci-fi author, a Liberal Arts and Sciences lecturer and a mentor, Yen Ooi's first foray into video game writing is Road to Guangdong.

Road to Guangdong press codes are available, so make sure to request your code now. To request a press copy of Road to Guangdong, please email us directly at [jamesc@excalibur-games.com](mailto:jamesc@excalibur-games.com) or [request a code via Keymailer](#).

The game is scheduled to release on Xbox One in early 2020.

### About Road to Guangdong

*Your family's cherished restaurant is struggling and it's down to you to ride to the rescue. But your trusty old car, Sandy, won't survive the road trip without your expertise behind the wheel.*

*Only a steady hand and a sharp eye will ensure she makes it to your destination. So slip into the driving seat and buckle up for the adventure of a lifetime, set against the beautiful backdrop of 1990s Guangdong.*

*Only by keeping tabs on your fuel consumption, tyre wear and engine condition will you keep Sandy purring as you travel across the wide expanses of China's most populous region in search of help.*

*The road ahead is long and it's going to take more than careful driving to keep Sandy on the move. The only way you'll ensure she has everything she needs to complete your mission is by taking regular checks under the*



*bonnet. Keep the mechanics away by topping up oil and fuel levels and repairing and replacing worn out parts, from oil filters to fan belts.*

*As Sunny, a young art graduate and recent inheritor of the struggling family restaurant, you join your Aunt Guu Ma on a mission to revive the once-thriving business. Separated by generations, your relationship with your ageing aunt will be truly tested as your road trip turns into a journey of discovery.*

## All Links

Road to Guangdong Launch Trailer: <https://youtu.be/GVRI4gEuGK0>

Road to Guangdong on Steam: <https://store.steampowered.com/app/995840>

Road to Guangdong Facebook: <https://www.facebook.com/roadtoguandong/>

Road to Guangdong Twitter: <https://twitter.com/RoadToGuandong>

Road to Guangdong Instagram: <https://www.instagram.com/roadtoguandong/?hl=en>

Road to Guangdong Discord: <https://discord.gg/wj3mP2A>

Road to Guangdong Website: [www.roadtoguandong.com](http://www.roadtoguandong.com)

Road to Guangdong Press Assets: [http://www.contact-sales.co.uk/press/projects/road\\_to\\_guandong/](http://www.contact-sales.co.uk/press/projects/road_to_guandong/)

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## About the Developer

Just Add Oil Games unites the visionary artistic flair of Team Lumo, the game design and technical prowess of Darbotron, the musical talent of Chris Randle and the insightful storytelling of Yen Ooi. Together they are creating soulful road trip experiences that explore diverse social and cultural landscapes.

## 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™ Xbox One, Sony™ Playstation 4 and Nintendo™ 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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