



**LIONSGATE AND STARBREEZE PARTNER TO LAUNCH  
JOHN WICK VIRTUAL REALITY GAME TO BE DEVELOPED BY  
VR INNOVATOR WEVR AND VR GAME DEVELOPER GRAB**

***Promotional Experience for John Wick Available This Month as Part of HTC Vive  
World Tour; Teaser Will Be Available at the Launch of HTC Vive;  
Full Game Available on Multiple VR Headsets in Spring 2016***

SANTA MONICA, CA and STOCKHOLM, SWEDEN (August 7, 2015) –In a move bringing cutting edge entertainment technology to one of its most exciting new brands, Lionsgate (NYSE:LGF), a premier next generation global content leader, announced today that it is partnering with leading game developer and publisher Starbreeze (STAR:OMX) to launch a first-person shooter game in virtual reality (VR) based on Lionsgate’s box office hit *John Wick*. Best in class virtual reality studio and distributor WEVR, the company responsible for *theBlu: Encounter*, which was used to introduce the HTC Vive VR platform earlier this year, will transport players with the creation of a fully immersive VR experience that will introduce the game. Grab, the acclaimed development team with extensive mobile games and VR experience, will spearhead the development. Starbreeze will be publishing the product across multiple VR platforms.

The companies will team to create a standalone, first-person shooter game based on the world and characters of the *John Wick* films and centered around the infamous Continental Hotel. In addition, Starbreeze will further integrate the *John Wick* storyline into its wildly popular *Payday* game, which has over nine million players worldwide, facilitating cross promotion and integration of the two games. *John Wick* producer Basil Iwanyk of Thunder Road Pictures and the movie’s production team will be collaborating closely with the WEVR and Grab teams for the development of the VR game and experience.

Starting soon, fans can check out a promotional experience of the game at select events and stops on the HTC Vive World Tour, which is making its way through the United States and Europe. A teaser game will be available at the launch of HTC Vive and available via SteamVR, with the launch timing to be unveiled later this year. The full game is expected to be available on most existing VR headsets in Spring 2016.

“We’re thrilled to partner with the best of the best in VR and game development with Starbreeze, WEVR and Grab, who are collaborating with the movie’s producers to ensure an exciting, immersive and authentic virtual experience,” said Lionsgate President of Interactive Ventures & Games Peter Levin. “*John Wick* is the perfect cross-platform property to extend into the fast-growing gaming world, and we believe that a cutting edge VR game will deepen fan engagement and accelerate *John Wick’s* evolution into one of our next big action franchises.”

“Lionsgate is a leader in producing and delivering the kind of provocative, original and engaging storytelling that you need to launch an exhilarating and marketable game,” said Starbreeze CEO Bo Andersson Klint. “The *John Wick* characters and universe really resonated with our *Payday* fans last year when we first incorporated them into our game, so we’re thrilled to partner with the studio and the *John Wick* creative team to create a new standalone game enhanced by the state of the art in virtual reality.”

“Lionsgate has been a great partner on *John Wick* because the studio not only believes in traditional storytelling but also recognizes the value of extending its movies beyond the screen and involving fans in new ways to explore the characters and stories,” said producer and Thunder Road Pictures CEO Iwanyk. “Working with accomplished gaming companies like Starbreeze, WEVR and Grab is a terrific opportunity to bring the world of *John Wick* into an exciting new dimension.”

*John Wick* was a global box office hit last year, and Lionsgate is currently developing *John Wick 2* for release next September. The film stars Keanu Reeves as an ex-hit man who comes out of retirement to track down the gangsters who took everything from him.

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### **About Lionsgate**

Lionsgate is a premier next generation global content leader with a strong and diversified presence in motion picture production and distribution, television programming and syndication, home entertainment, digital distribution, new channel platforms, video games and international distribution and sales. Lionsgate currently has more than 30 television shows on over 20 different networks spanning its primetime production, distribution and syndication businesses, including such critically-acclaimed hits as the multiple Emmy Award-winning *Mad Men* and *Nurse Jackie*, the broadcast network series *Nashville*, the syndication success *The Wendy Williams Show*, the hit series *Orange is the New Black*, the critically-acclaimed drama *Manhattan* and the breakout series *The Royals*.

Its feature film business has been fueled by such recent successes as the blockbuster first three installments of *The Hunger Games* franchise, the first two installments of the *Divergent* franchise, *The Age of Adaline*, CBS/Lionsgate’s *The DUFF*, *John Wick*, *Now You See Me*, Roadside Attractions’ *Love & Mercy* and *Mr. Holmes*, Lionsgate/Codeblack Films’ *Addicted* and Pantelion Films’ *Instructions Not Included*, the highest-grossing Spanish-language film ever released in the U.S.

Lionsgate's home entertainment business is an industry leader in box office-to-DVD and box office-to-VOD revenue conversion rates. Lionsgate handles a prestigious and prolific library of approximately 16,000 motion picture and television titles that is an important source of recurring revenue and serves as the foundation for the growth of the Company's core businesses. The Lionsgate and Summit brands remain synonymous with original, daring, quality entertainment in markets around the world. [www.lionsgate.com](http://www.lionsgate.com)

## **About Starbreeze**

Starbreeze is an independent creator, publisher and distributor of high quality entertainment products, headquartered in Stockholm, Sweden. At Starbreeze, we create games by our own design and through licensed content, establishing franchises that can live and prosper outside the game itself. We live and die by gameplay.

Starbreeze is pioneering digital self-publishing, currently hosting one of the largest community groups on the digital distribution platform Steam. Starbreeze's most recent products include PAYDAY 2, our adrenaline fuelled bank robbing co-op game and the critically acclaimed Brothers – A Tale of Two Sons.

Starbreeze AB is publicly traded on Nasdaq Stockholm First North Premier under the ticker STAR and the ISIN code: SE0005992831. Remium Nordic is the company Certified Adviser. Starbreeze brands include OVERKILL Software and the PAYDAY series.

For more information, please visit <http://www.starbreeze.com>.

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