

PRESS RELEASE

Media Contact

Michael Prefontaine | Silicon Studio | pr@siliconstudio.co.jp | +81 (0)3 5488 7070

**RiME from Grey Box, Six Foot and Tequila Works
first game on Nintendo Switch™ to feature
“Enlighten” Global Illumination**

Tokyo, Japan, (November 17, 2017) –Middleware technology and game development company, Silicon Studio Corporation is happy to announce that the captivating adventure game RiME from Grey Box, Six Foot and independent developer Tequila Works will be the first game to feature “Enlighten”, global illumination software, on the Nintendo Switch™.



Released to strong critical and fan reception, RiME’s dreamlike, endearing style has captured the hearts of gamers around the globe, and paved the way for other indie developers seeking to create large scale successful games.

RiME is a single-player puzzle adventure game about a young boy shipwrecked on a mysterious island after a torrential storm. Players must use their wits to decipher the challenges and secrets of an expansive world strewn with rugged terrain, wild creatures and the crumbling ruins of a long-forgotten civilization. With subtle narrative, watercolor painting-inspired artwork and a sweeping score, RiME offers players a meaningful journey filled with discovery.

Screenshots from "RiME" Nintendo Switch™ version



Official quote from Tequila Works RiME Producer Rémy Chinchilla:

"Enlighten has been a key partner to enable us to reach the visual quality level of RiME we were looking for."

About Enlighten

"Enlighten" is a high quality real-time global illumination (indirect light expression) technology used for the game, movie, real estate and product visualization industries. The technology can efficiently calculate a large amount of mathematical processes which are an important task in real-time global illumination to generate and maintain beautiful high-quality images through the usage of light maps, spherical harmonic probes, and reflection captures.

Enlighten SDK is available for the following platforms

Console: Nintendo Switch™, Xbox One, Playstation®4

Mobile: Android™, iOS

PC: Microsoft Windows®, Mac OS X®, Linux

About RiME™

Publisher	Grey Box & Six Foot
Developer	Tequila Works
Supported Platforms	PlayStation®4, Xbox One, Steam®, Nintendo Switch™
Genre	Adventure Platformer
Release dates	May 26 th , 2017 November 14 th (NA), 16 th (JP), 17 th (EU), 2017 Nintendo Switch™
Official Sites	www.tequilaworks.com/en/projects/rime/ www.rimegame.com www.greybox.com/rime/en/ www.facebook.com/rimegame twitter.com/RIMEGame

About Silicon Studio

Silicon Studio is a Japan-based game engine and middleware company providing quality rendering, optical effects, and post-effects solutions for game development. Silicon Studio also publishes games across mobile, PC and consoles, and develops games for third parties.

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