

LET US PREY

SURRENDER TO HELL





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LET US PREY: SURRENDER TO HELL PRESS KIT

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LET US PREY SURRENDER TO HELL

ABOUT THE GAME

“**Let Us Prey: Surrender to Hell**” is an iOS and Android mobile game inspired by the **Horror Movie “Let Us Prey”** that will be released in UK and US cinemas in February 2015, featuring Liam Cunningham (Game of Thrones). The game brings the old school difficulty of classic NES titles like Mega Man, Ghost and Goblins and Super Mario Bros, combining retro pixel art graphics with a new slick 3D World.

Held in a remote police station, a mysterious stranger takes over the minds and souls of everyone inside. As one of these endangered souls, the player will have to escape his fate, in a race against time.

The game offers 40+ challenging levels, plus 40 extra levels in Hell Mode with increasing difficulty. “**Let Us Prey: Surrender to Hell**” stands out for its high level of difficulty that makes it almost impossible to beat.

Due to the fear of getting killed, the game awakens the player’s sense of survival through a journey full of death traps immersed in a gore atmosphere.

- Combines retro pixel art and glossy 3D graphics
- Four different worlds: Desert, Forest, Dungeons and Space
- Old school graphics and music
- Ramping up in difficulty from hard to soul crushing
- Death traps, power ups and achievements
- Game play extended by unlockable characters, secrets and crime scenes
- Chance to revisit freeze frame 3D crime scenes from the movie
- Hell Mode: Impossible to Beat
- Epic Boss fight at the end of the game

Release Date:

App Store: 4th December 2014

Google Play Store: Mid December 2014



PROJECT FRAMEWORK

The “Let Us Prey: Surrender to Hell” project started when Fantastic Films International contacted beActive Interactive to create and develop a mobile game inspired by the horror movie “Let Us Prey”, that is going to be released in UK and US cinemas, February 2015.

After watching the movie, the game developers knew exactly what to do: An easy to play, but hard to master kind of game. beActive’s team started by defining the game’s design, outlining a combination of the two different game worlds – the 3D world, connected to the movie’s scenes and characters, and the retro 2D pixel world, with four different environments and 40 levels to beat.

The movie has a lot of horror elements that needed to be reflected in the game. Each trap was designed to be as deadly as possible and each crime scene as horrific as it is in the movie.

Inspired by old school NES games difficulty, the game was developed in order to put the player’s skills, memory, coordination and patience in action. The goal was to increase the player’s desire to accomplish the really hard challenges. With that in mind, a Boss Fight in the end of the game and plus 40 extras levels in Hell Mode were added to the game.

The main tool used for the game development was Unity 3D - a cross-platform game creation system.



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TECHNICAL TEAM

Original Game Concept and Design

Vasco Torres
Nuno Soares

Game Development

Vasco Torres

Pixel Art

Inês Freitas

3D Art

Sérgio Azevedo

UI Design

Sérgio Azevedo

UX Design

Vasco Torres
Filipa Almeida

Music

João Oliveira
Steve Lynch
Audionetwork

Sound

Nuno Soares

Produced by

Filipa Almeida
Nuno Bernardo

For beActive Interactive,
2014

— — —

“Let Us Prey” Film Credits

Directed by

Brian O'Malley

Written by

David Cairns
Fiona Watson

Produced by

Lee Brazier
James Daly
Eddie Dick
Chris Hainsworth
Brendan McCarthy
John McDonnell
Nick Munday

Film Music by

Steve Lynch



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LET US PREY SYNOPSIS

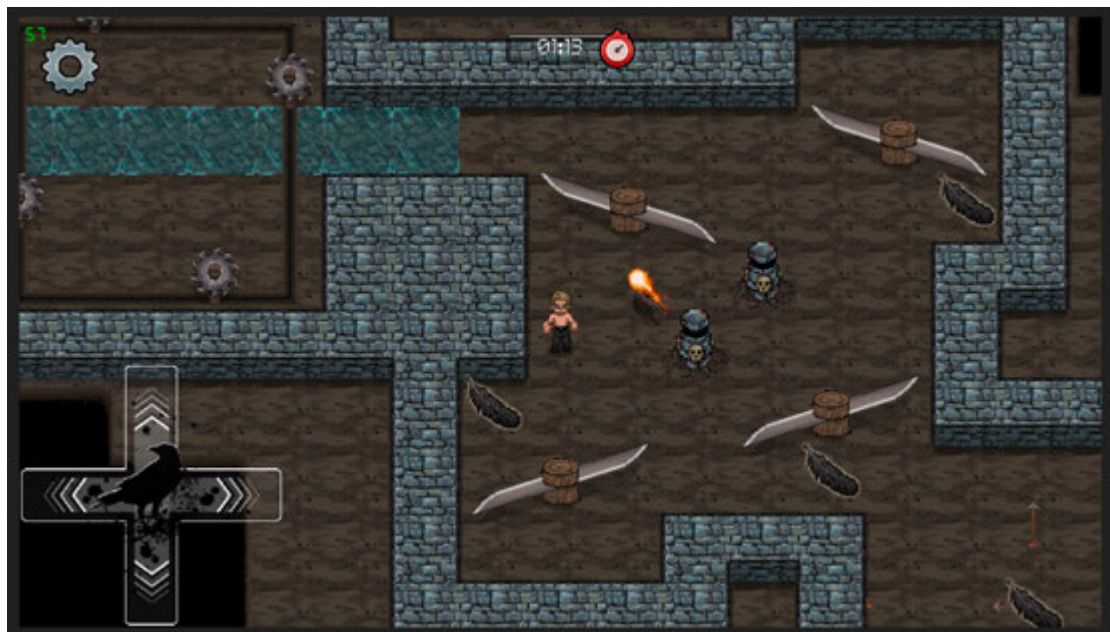
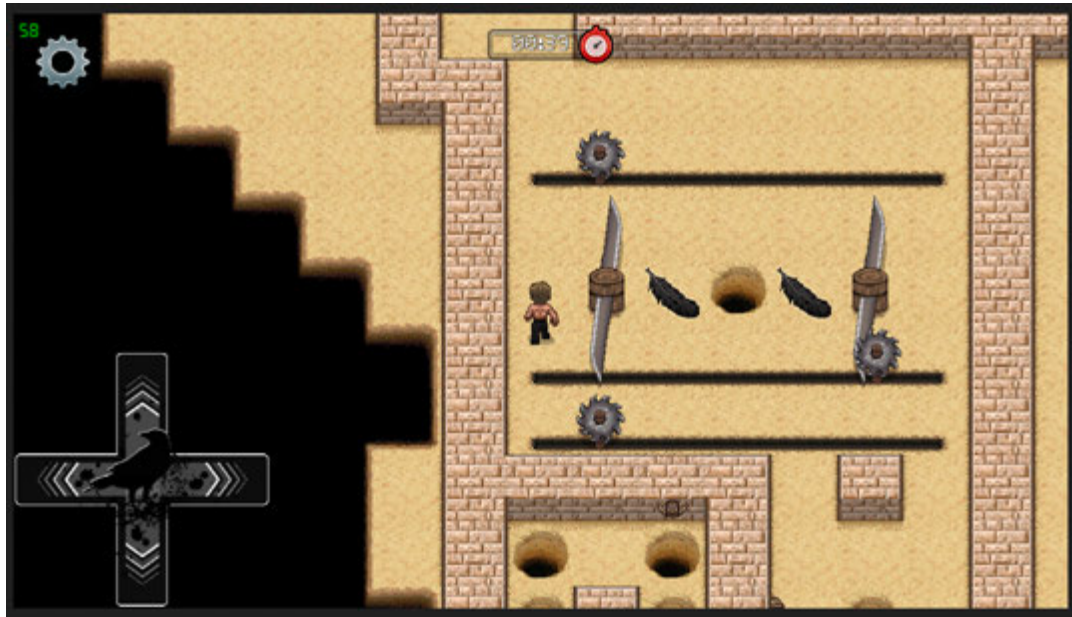
Rachel, a rookie cop, is about to begin her first nightshift in a neglected police station in a Scottish, backwater town. The kind of place where the tide has gone out and stranded a motley bunch of the aimless, the forgotten, the bitter-and-twisted who all think that, really, they deserve to be somewhere else. They all think they're there by accident and that, with a little luck, life is going to get better. Wrong, on both counts. Six is about to arrive – and All Hell Will Break Loose!





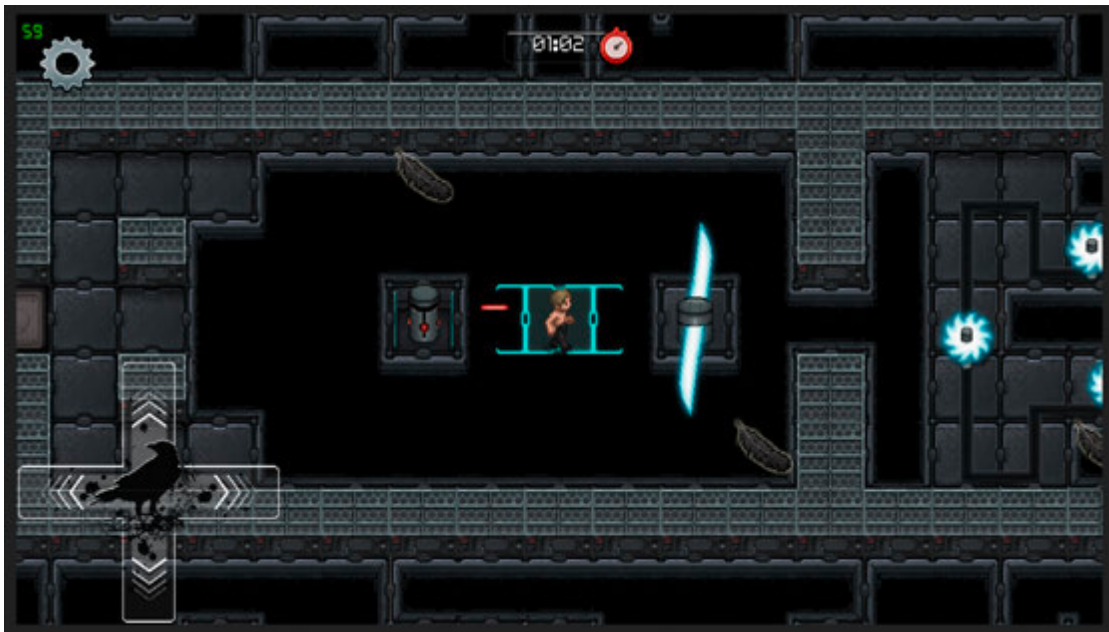
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SCREENSHOTS





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ABOUT BEACTIVE



beActive

beActive has an extensive track record in multi-platform content production around the world. Sofia's Diary, beActive's first cross-media series created in 2003, has been produced and localized in 10 different territories – mixing TV, Internet, Mobile and other Media.

beActive is also responsible for the development and production of Flatmates, Final Punishment and Beat Generation, all of which are Transmedia properties produced in Portugal, UK, Ireland, Greece, Eastern Europe and Russia.

beActive's Digital credits include award-winning mobile apps and games, transmedia documentary "Road to Revolution", "Final Punishment" ARG (alternate reality game) and multi-platform interactive experience "Collider World", both nominated for an International Digital EMMY.



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ABOUT FANTASTIC FILMS



Taking its name from the great tradition of European Cinema Fantastique Fantastic Films is an OSCAR™ winning film Production Company based in Dublin, Ireland. Focusing on high quality genre and niche films, directors of the company, John McDonnell and Brendan McCarthy are at the forefront of producing varied and groundbreaking films of the highest quality. Current horror titles include CHERRY TREE (dir: David Keating), THE HALLOW (Dir: Corin Hardy) and LET US PREY (Dir: Brian O'Malley) all due for release in 2015/2016.



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ABOUT MAKAR PRODUCTIONS



Eddie Dick's most recent film is LET US PREY, a horror film co-produced with Fantastic Films and directed by Brian O'Malley, starring Liam Cunningham and Pollyanna McIntosh.

The film won the Melies d'Argent (Best European Film) at the Brussels International Fantasy Film Festival (BIFFF).

10/10 review from Starburst, the fantasy/horror magazine.

OUTCAST: another co-production with Fantastic, the film was directed by Colm McCarthy and stars James Nesbitt, Kate Dickie.. World Premiere at Austin, Texas at SXSW 2010, European Premiere at the BIFFF and UK premiere at EIFF. Ain't It Cool News said, "An excellent film. See it at all costs".

Other credits include TROUBLE SLEEPING, TRUE NORTH and BLIND FLIGHT.



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CONTACTS

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LINKS

beActive website:

<http://www.beactivemedia.com/>

beActive Facebook page:

<https://www.facebook.com/beactivemedia>

beActive Twitter:

<https://twitter.com/beActiveMedia>

Let Us Prey: Surrender to Hell Website:

<https://lup.twentyoneapps.com>

Let Us Prey: Surrender to Hell Video:

<http://www.youtube.com/watch?v=zJD9hj07cbg&feature=youtu.be>