Techland: Öffentliche Mitteilung zum Good Night Good Luck Update und Sommerangebot vom 29. Juni 2023

Archivierte Textfassung: Pressemitteilung. Inhalt aus der damaligen Pressezustellung, neu gesetztes PDF ohne private Kontaktdaten.

Dying Light 2 Stay Human Kicks off Summer of Horrors with Major Good Night, Goo5 Luck Update Scarier nights, advanced parkour, new features, 50% discount, in-game rewards await Wroc·aw, Poland - June 29th, 2023 - Techland·s Good Night, Good Luck update brings about considerable changes in Dying Light 2 Stay Human gameplay, with improvements to the parkour systems and an overhaul of the night experience. In the dead of night The day and night cycle has always been at the heart of Dying Light franchise. This update aims to emphasize the differences in gameplay by ensuring the night has a heavier, almost horror-like feel. To accomplish that, the visibility is significantly reduced, making the player more reliant on the upgraded flashlight that casts dynamic shadows. The sound design also enhances the atmosphere, with music taking a backseat to effects. The infected now show up in more locations, like Volatiles roaming the rooftops, making no place truly safe after sundown . Give it a good run Sometimes the only way to survive is to run. Not only the chase sequences are now more immersive, but there are also further improvements to the parkour system . Other additions include animations, increased control in the air, and maintaining momentum. While parkour is the highlight of Dying Light 2 Stay Human , some experienced players wanted it to be yet more challenging. Techland responded to this feedback by introducing a new parkour style , specifically designed to cater to these wishes. Now, players can select in the Settings menu whether they·d like to exercise more control over their movement, for a grounded and intense journey, or go with the assisted gameplay. Adventures across the map The third pillar of the update are the Community Maps . Techland is cooperating with mod.i o and giving the players a rare opportunity to access maps created by modders right from the game - without the need of downloading any additional applications or editors. This means a lot of new levels and content to play , demonstrating the unbridled creativity of Dying Light fans. Currently, this feature is supported on PC only, however, it will be coming to consoles and Steam Deck later this year. Ride off into the (Harran) sunset The other noteworthy additions include boosted graphics on ultra mode for PC, and a new color grading option called ·Harran Sunset·. Additionally, players will now be able to throw weapons and retrieve them later. The developer also included some modifications to the user interface and added more transmog options. Undead days of summer Good Night, Good Luck ushers in the Summer of Horrors - a series of events, crossovers, and updates spanning the entire season, all the way into September. To celebrate this launch, Techland calls all Nightrunners to test their skills against Volatiles in a Bloody Nights event, starting today, June 29, at 7 am PT / 10 am ET until Thursday, July 13, at 7 am PT / 10 am ET . The rewards for completing the challenge are: 3 Huntress' Regular & 3 Elite Mission Tickets, Crossbow and Bolts Blueprint, along with The Prick's Outfit. On top of that, Dying Light 2 Stay Human will be available at a 50% discount for the duration of the event. Fans of the living dead will be thrilled to find out what Summer of Horrors will bring next. There is a collaboration brewing between Dying Light 2 Stay Human and The Walking Dead that is bound to pique interest. It was first teased during Summer Game Fest - watch this space for further updates. Do what you must to survive the night - and stop by the Pilgrim Outpost to find out more.