

Media Alert  
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# SOUL HACKERS™ 2

## ATLUS Reveals Additional DLC Info for Soul Hackers™ 2

Digital and physical pre-orders are available now; Game releases 26th August for Xbox, PlayStation and PC

Today ATLUS revealed more information about the DLC available for *Soul Hackers 2* at launch. Find out more details below and in the video on the Atlus West channel here:

- Bonus Story Arc: The Lost Numbers – Grants access to a bonus story arc centered around a new Devil Summoner, Nana, and a new dungeon with a punishing boss.
- Costume & BGM pack – Adds themed outfits for your entire party, battle BGM, and accessories from *Persona™ 4*, *Persona™ 5*, *Shin Megami Tensei™ IV* and more.
- Bonus Demon Pack – Access 8 powerful demons including Tzitzimitl, Anahita, Armaiti, Zaou-Gongen, Nemissa, Mara, Masakado and Satan.
- Booster Item Pack – Increases frequency of dropped items from battles to earn in-game currency, boost stats and grant EXP.
- Useful Item Set + Extra Difficulty – Adds essential items for your journey and a VERY HARD game mode for ambitious players seeking a thrilling challenge.

*Soul Hackers 2* launches on 26th August 2022, for next-gen platforms Xbox Series X|S, PlayStation 5 as well as Xbox One, PlayStation 4 and PC.

### About Soul Hackers 2

Amidst the glimmer of neon lights, technological advancement causes humans to be consumed by commercial convenience. In the shadows, a war between the Yatagarasu and the Phantom Society is brewing, Devil Summoners who harness the otherworldly powers of “Demons”.

Existing in the secret sea of humanity’s data, a digital hivemind has evolved into sentience: Aion. Observing humankind from afar, Aion calculates that a world-ending disaster is imminent and creates two agents to combat against it: Ringo and Figue.

Together, these agents of Aion must investigate and prevent a butterfly effect that will lead to the end of the world.

### Key Features:

- Investigate the end of the world as Ringo, an agent of Aion tasked with saving humanity from an apocalypse.
- Explore a supernatural RPG with stylish summoners and dark dangers lurking under the neon lights of a cyberpunk Japan.

- Amass demons and unlock fusion combinations to create new, stronger demon allies, using their lethal abilities for incredible assaults on your foes.
- Strengthen the bonds with your teammates and dive deeper into their soul, reliving their last adventures and discovering the truth of their stories and yours.

For more information visit: [soulhackers2.atlus.com](http://soulhackers2.atlus.com)

### **About ATLUS**

Atlus U.S.A., Inc. has become known across the industry as a mark of high-quality, deeply immersive, uniquely Japanese video game experiences. With award-winning titles that reach across a variety of genres and platforms, including the Shin Megami Tensei® and Persona® series of role-playing games, the ground-breaking action-adventure/puzzle game Catherine™, and the much-celebrated RPG Demon's Souls™, Atlus is committed to offering the highest standard in interactive entertainment experiences. [www.atlus.com](http://www.atlus.com)

### **About PLAION**

PLAION is a leading independent developer and producer of games and entertainment products, with ten development studios and five publishing units based all over the world. Founded in 1994 as Koch Media, PLAION offers a unique breadth of services and solutions, dynamically growing its business to push ourselves and our partners to the forefront in all the segments we operate in.

PLAION runs a multi-label strategy, with fully owned publishing units, such as Deep Silver, Prime Matter, Milestone, Vertigo Games and Ravenscourt, publishing games for consoles, PC and VR platforms across all physical and digital channels.

Additionally - as a global publishing partner - PLAION has formed long-term multinational publishing collaborations with numerous game publishers including Activision Blizzard, Bethesda, Capcom, Focus Multimedia, Giants Software, Koei Tecmo, Paradox, Sega, SNK, Square Enix, Techland, THQ Nordic, Tripwire, Warner Bros and many others.

With its parent company in Höfen, Austria - and the HQ in Munich, Germany - PLAION owns local publishing companies in Germany, UK, France, Spain, Italy, Sweden, the Netherlands, Austria, Switzerland, Poland, Australia, the United States as well as Japan and Hong Kong.

PLAION owns ten game development studios: Deep Silver Volition (Champaign, IL, USA), Deep Silver Dambuster Studios (Nottingham, UK), Fishlabs (Hamburg, DE), Warhorse Studios (Prague, CZ), Milestone (Milan, IT), Voxler (Paris, FR), DigixArt (Montpellier, FR), Flying Wild Hog (Warsaw, Kraków, Rzeszów, PL), Free Radical Design (Nottingham, UK) and Vertigo Games (Rotterdam, Amsterdam, NL). Additionally, PLAION collaborates with numerous independent development studios around the world.

Part of PLAION is also PLAION PICTURES, a leading independent film distributor in Europe with a library of more than 1.400 titles. Further business operations include Sola Media, a sales agency and production company for family entertainment, Spotfilm Networx, a multi-channel streaming network, and a sub-label dedicated to Japanese animation.

PLAION also owns the leading video game merchandise company DPI Merchandising (Denver, Roseburg, USA and Munich, DE) and a Quality Assurance Facility in Olomouc, CZ.

PLAION is an Embracer Group company.