



Not for publication

## REVIEW/STREAMING DOC

Thanks for taking the time to play Two Point Hospital's upcoming expansion A Stitch in Time. In this document you will find some background info about the base game, the expansion, the review/streaming embargo and how to access the early access branch on Steam.

### REVIEW/STREAMING/CONTENT EMBARGO & RELEASE INFO

**Review & Streaming embargo set for: Tuesday 23<sup>rd</sup> February at 3PM GMT / 4PM CET / 7AM PDT**

*It is not permitted to stream, publish, write, mention, post and/or review about A Stitch in Time pre-embargo drop.*

#### Release Information:

**A Stitch in Time will be announced and launched on the same day 23<sup>rd</sup> Feb.**

Announce date: 23 February 3PM GMT / 4PM CET / 7AM PDT

Release date: 23 February 3PM GMT / 4PM CET / 7AM PDT

Discount dates: 10% discount between 23 February – 2 March 2021

Platform: PC/Steam only (not available on consoles)

DLC SRP: £6.99, \$8.99, €8.99

Steam page link: TBC

Website: [www.twopointhospital.com](http://www.twopointhospital.com)

Assets key art, logo: TBC

Screens: TBC

### HOW TO ACCESS THE EARLY ACCESS BUILD ON STEAM

Make sure you own Two Point Hospital's base game. If not, please do reach out for a key.

Redeem your game key via Steam to initiate the download of A Stitch in Time:

- Go to your Steam Library and right click on the game. If you don't already own the game, please reach out for a key for the base game.
- Choose > properties > Betas
- Insert the beta password: **eyaut84617sj6**
- Hit "Check code"
- Now click the drop down box and select **twopointhospital\_press\_dlc6** and it'll download!
- You're good to go!
- CAVEAT: Once you have accessed the beta branch you cannot go back to the normal game until launch day (**your saves will be deleted**)

To play a Stitch in time you must have 1 starred Mitton University in Two Point Hospital's base game. If you have never played Two Point Hospital, or you have not progressed far enough, please follow the steps below to add the SAVE game provided by your SEGA/Studio/Agency rep.

## HOW TO LOAD IN THE EXTERNAL SAVE

1. Make sure you have a spare save slot.
2. Make sure that the Steam Cloud Sync feature is **DISABLED** for TPH **AND** in the general settings for your account.
3. Locate your local saves on the following file address:  
C:\Users\\*Username\*\AppData\LocalLow\Two Point Studios\Two Point Hospital\Cloud\\*SteamID\*\Saves
4. Locate the folder for the empty save slot.
5. Unzip the provided replacement save file.
6. Copy the entire contents of the provided folder.
7. Paste this contents into the folder for the blank save slot.
8. Launch the game and select the save slot which you pasted the new save into.
9. You should now have a career save that has access to the DLC6 content! Please navigate towards Hogsport on the world map and find the new levels located just north east of that.
10. Screen shot of the three levels below:



## ABOUT 'A STITCH IN TIME'

**Two Point Hospital: A Stitch in Time** is all about a journey through space and time, taking you on your greatest Two Point adventure yet! A Stitch in Time offers a fourth dimension of simulation gameplay, with new challenges and even more unusual illnesses. Visit three new locations set in medieval, pre-historic and futuristic time periods, while curing 34 anachronistic ailments, such as Jester Infection, Bone Head and Reptile Dysfunction. Decorate your hospitals with items from across the ages, like the much-desired Wormhole Bin or the Map of Time, which might come in handy...or not. Follow new Two Point VIP, Captain Yesterday – inventor, entrepreneur, and fulltime charlatan – wants to take you on this journey using his latest invention 'The Yesterizer' which he says is 100% safe for quick and carefree time travelling. "No catch, no consequences, no questions asked." Will you risk it?

### What's included?

- 3 time-twisting, epoch-spanning hospitals
- New Time Tunnel and Time Portal gameplay
- 13 new visual illnesses
- 34 new illnesses in total
- New music, DJ and tannoy lines
- Lots of new in-game items

## ABOUT TWO POINT HOSPITAL

Two Point Hospital sees players take on the role of Hospital Administrator where a mantra of build, cure and improve will be necessary on the journey to hospital management greatness. Design and optimise your hospitals; train your staff and manage their wide-ranging personalities; discover unusual illnesses and research new treatments to cure them; conduct marketing to spread your organisation and do it all while experiencing the intravenous charm, humour and character that Two Point Hospital delivers. Two Point Hospital is available on PC, Mac and Linux, PS4, Xbox One and Nintendo Switch. *Please note that this new expansion, A Stitch in Time, will not be available on consoles.*

### ABOUT TWO POINT STUDIOS

Two Point Studios is a British game developer, based in Farnham, Surrey (UK) and was founded in 2016. Two Point Studios' small, but dedicated and passionate team have worked on some of the most recognisable brands in gaming, including Fable and Black and White. Drawing on that experience, Two Point Studios released a brand-new IP in the sim genre called Two Point Hospital, which launched for PC in August 2018 and on consoles on 25 February 2020.

A new sku is on its way for consoles: JUMBO Edition, which includes the Base game, DLC 1, 2, 3, and 4 and two item packs. JUMBO Edition does not include DLC 5 and 6, Culture Shock and A Stitch in Time.

## BACKGROUND INFO NEW DLC: A STITCH IN TIME

### Medieval Level 1 – Clockwise-Upon-time

*A medieval town plagued by ruptures in space and time.*



Welcome to Clockwise and the days of yore. This quaint little town has become a popular spot since the advent of domestic time travel. Who would have thought that there would be serious medical implications involved? Not me! But what're you going to do? Oh right... hospitals. Rifts in time, we're calling them Time Portals, have started appearing all over town 'recently'. As you expand your hospital and find more Time Portals you'll notice that they get busier and busier as we further dilate local spacetime. Science, eh?

### Prehistoric Level 2 – Clockwise-before-Thyme

*This prehistoric settlement predates most things, including the river Thyme.*



Welcome to Clockwise-before-Thyme and the dawn of civilisation in Two Point County. Captain Yesterday has been getting complaints about missing customers. They enter their Yesterizer and... gone, no trace. We've come back to the earliest time that the Yesterizer can muster to see if there's anything to be done about it. We've been given some of Captain Yesterday's blueprints - mostly drawn on napkins - so we can design our own Time Portals in the Research room. Once we've developed our Time Portals we can use them to

manage patient flow, save patients from the time void and better understand the universe. All in a day's work, I suppose.

### Future Level 3 – Clockwise-above-Thyme

*A futuristic city built high above the uninhabitable earth below.*



Welcome to Clockwise-above-Thyme, futuristic safe-haven for the people of tomorrow, dangling precariously over the uninhabitable earth below... and home to a snazzy new hospital, nice. Turns out you've been inadvertently ripping apart the fabric of time with all your technology. Maybe time travel is actually a pretty sensitive business.

The future has been flooded with people from all over Two Point's past, but Captain Yesterday is confident we can right the ship if we send them - most of them - home in one piece. He's handing over the keys to the

Yesterizer (patent pending... still). You'll find them in Speed Dating in the Rooms List. He's very generously taken 5% off the retail price. What a guy.

That's all for now! Enjoy the game and please do let us know if you experience any issues while playing.

### Two Point Studios

A promotional image for the game 'Two Point Hospital: A Stitch in Time'. The image features the game's logo on the left, which includes a clock icon and the text 'TWO POINT HOSPITAL' and 'A STITCH IN TIME'. To the right of the logo is a list of bullet points describing the game's features. On the far right is a character named Captain Yesterday, a man in a blue uniform with a large clock on his chest and a red and white hat. Below the logo and text are two smaller images: one showing a futuristic city and another showing a medieval town. The background is a solid purple color.

- Break through the greatest medical frontier of all: space-time!
- Leverage portals to burst into pre-historic, medieval and futuristic time eras.
- Send patients through time portals and treat anachronistic ailments.
- Join superstar time-hero Captain Yesterday on his greatest adventure yet!