

Omar Syed

Red Barrels Releases Newest Installment in the Video Game Horror Series, *Outlast*

Outlast 2 looks to replace its predecessor as the poster boy of the digital horror genre

CHAMBLY, CANADA April 20, 2018 – The horror continues in Red Barrel’s heart-pounding sequel to the original nightmare, *Outlast*. After surviving a helicopter crash, Blake Langermann, armed only with a night vision camera, must search for his wife who mysteriously disappears from the crash site. Trekking through a cult-laden, Arizonian village, players must guide Blake as he searches for his wife while avoiding deranged cultists. With new mechanics, such as the stamina bar, and updated graphics, *Outlast 2* reaches the zenith of video game horror.

It is a combination of gore, jump scares, and utterly creepy atmosphere that places *Outlast 2* in the upper echelon of digital horror. As you trek through gore-laden, dense forest and rugged landscape, your character is hampered by several newly-added game mechanics. The stamina bar, mentioned previously, adds a new layer of realism to the gameplay. Running for long periods of time can exhaust your character and increase your chances of being killed by cultists, which forces players to be more careful and reserved when venturing out in the open. Another newly-added mechanic is healing. Whereas in previous installments, the player could simply wait for an injury to heal, in *Outlast 2* injuries are sustained until they are bandaged by the player. Bandages are sparse, however, and should be used conservatively – an added pressure on the player. One feature retained from the previous installment is limited camera battery, which drains every time the player uses night vision. While batteries can be found in various locations in the game, it can spell doom if they run out in the middle of the player being chased – so use them wisely!

Graphically, *Outlast 2* utilizes the Unreal Engine 3, the same engine used for *Outlast*. The game does, however, boast a slight graphical improvement over its predecessor. Minute details are more emphasized and the game’s environment is simply more visually enthralling. Game controls have been left largely untouched except for the addition of a healing button. Furthermore, Fans of the previous game will have pleasant surprises with numerous references to the original Outlast.

Outlast 2 is available for the Playstation 4, Xbox One, Nintendo Switch, Windows, and Mac OS. It can be downloaded on the Playstation Store, Xbox Marketplace, Nintendo eShop, and Steam. With the game finally out, gamers are anxious to get their hands on it, and rightfully so. Red Barrels has continued to deliver at the highest level and as cofounder Philippe Morin affirms, “we really want to keep improving our craft...” It seems they are delivering on their promises.

Red Barrels was founded in 2011 in Montreal, Quebec, Canada. The founders include Philippe Morin (Prince of Persia: Sands of Time, Assassin’s Creed and Uncharted: Drake’s Fortune), David Chateauneuf (Lead level designer: Prince of Persia: Sands of Time, Assassin’s Creed and Splinter Cell: Conviction) and Hugo Dallaire (Art Director: Splinter Cell and Army of Two). Since their founding, Red Barrels has been on a mission to create unforgettable experiences that leave the player’s blood running cold. Their most notable accomplishment thus far is the creation

of *Outlast*, the horror series that has terrified over 8 million gamers worldwide. For more information, please visit its website at redbarrelsgames.com. Any press or business-related contact should be forwarded to their email, pr@redbarrelsgames.com.