



FOR IMMEDIATE RELEASE:

Flashing Lights – New Gameplay and Details in the Latest Dev Vlog

Banbury, Oxfordshire – 11th April 2018

[Flashing Lights](#), the open world online multiplayer emergency services simulator, is fast approaching its 18th May Early Access release. The development cycle so far has seen a Closed Alpha take place in order to gather feedback from players, including feedback from real life emergency specialists.

Today we wanted to release a new developer diary to illustrate how player feedback from the Closed Alpha is already helping to shape Flashing Lights' development. In the vlog, Flashing Lights' developer Nils Jakrins speaks about six player online multiplayer, steering wheel support and more.

Click [here](#) to take a look.

Press Preview Build Now Available

A special preview build for Flashing Lights is now available for press. If you are a member of the press, an influencer or a streamer, please email jamesc@excalibur-games.com directly and ask to play the preview build. This content will be embargoed until 3rd May.

In order to request a press copy for the full game, please request a code via [Keymailer](#), or directly email jamesc@excalibur-games.com.

EGX Rezzed

Flashing Lights will also make an appearance at this weekend's [EGX Rezzed](#) in London, on the [Excalibur Games](#) stand in the Indie Room. Players and press will both be able to go hands on with the game, as well as chat with the Flashing Lights team, including Nils Jakrins.

About Flashing Lights

Flashing Lights is a single player and multiplayer emergency services simulator focusing on police, firefighters and emergency medical services. Enrolling with one of these departments, players will take on unique missions and rewards in an open world. Players will engage in desperate car chases, diagnose life-threatening injuries, and put out lethal fires. Each department has its own vehicles, equipment and abilities for players to take control of.

Take a peek at the [release date announcement trailer](#) to see the game in action.



All Links

Flashing Lights New Dev Diary: <https://www.youtube.com/watch?v=VMxKE4Qo-1A>

Flashing Lights on Steam: <http://store.steampowered.com/app/605740>

Flashing Lights Website: <http://flashinglightsgame.com>

Flashing Lights Screenshots: http://www.contact-sales.co.uk/press-releases/FL_Screens_08_03_2018.zip

Flashing Lights Release Date Announcement Trailer: <https://www.youtube.com/watch?v=MoadMscx2Ac>

Flashing Lights Keymailer Listing: <https://www.keymailer.co/g/games/47814>

Contact

Name: James Clements
Company: Excalibur Games Press Office
Phone: + 44 (0)1869 336446
Email: press@excalibur-games.com

About the Developer - Nils Jakrins' Team

Flashing Lights is Nils' debut game, and is inspired directly by his own passions. Having wanted to play an open world multiplayer emergency simulator with friends, Nils took the idea into his own hands and began working on Flashing Lights in his spare time. Now, having been signed on by Excalibur Games, Nils is working full time to release Flashing Lights in Early Access on 18th May 2018, as part of a team.

About Excalibur

Excalibur Games is the publishing arm of parent company Contact Sales Ltd, which was founded in 1997. The company has recently moved into more central, bigger and better offices to reflect the ever expanding nature of their products.

Excalibur Games has moved forward to release its own original products, in addition to widely recognised licensed titles.

European Ship Simulator, World Ship Simulator, Better Late Than DEAD and Counter Terrorism Unit have all been published digitally on Steam, and physically for retailers.

Excalibur has worldwide Microsoft™ Xbox One, Sony™ Playstation 4 and Nintendo™ Switch publisher status.

Excalibur will also continue to license high-end simulation franchises such as Euro Truck Simulator and American Truck Simulator, from highly acclaimed developer SCS Software.

ENDS