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Press release

Construction Simulator 3 - Console Edition & Construction Simulator 2+3 - Switch Edition

Release date on PlayStation®4 and Xbox One as well as 2+3-Bundle for Nintendo Switch™ announced!

Düsseldorf/Germany, March 25, 2020 – Today, astragon Entertainment and weltenbauer. SE are happy to announce the official release date of the Construction Simulator® 3 – Console Edition on PlayStation®4 and Xbox One: Lovingly prepared for consoles and equipped with some additional features, the port of the popular mobile game will be released on April 7, 2020 as a digital download on the PlayStation® Store and the Microsoft Store. An implementation for Nintendo Switch™ will follow soon as well: Next to a digital download version of the Construction Simulator® 3 – Console Edition, simulation fans can be also looking forward to the Construction Simulator® 2+3 – Switch Edition which will become available as a cartridge version in retail stores of selected countries.

In the Construction Simulator® 3 – Console Edition, the player gets the chance to assume the role of an aspiring contractor in the fictional European city of Neustein. Within the free accessible game world, there are more than 70 challenging missions waiting for the builder's construction skills: Starting with some smaller gardening works, to the construction of single-family homes, industry halls and high-rises, up to road construction and bridge building. To accomplish all of these and other exciting tasks, the player can access more than 50 officially licensed vehicles and construction machines by 14 well-known and popular brands and manufacturers. Thanks to this great variety as well as once more improved graphics and additional features, such as active mirrors and some additional missions, players on PlayStation®4, Xbox One and Nintendo Switch™ can be looking forward to long-lasting construction fun!

In addition to the version for digital download, there is also a cartridge version for Nintendo Switch™ under construction. The Construction Simulator® 2+3 – Switch Edition will become available in retail stores of selected countries. This bundle will include the Construction Simulator® 3 – Console Edition as well as its predecessor, the Construction Simulator® 2 – Console Edition, which takes place in an US-American setting and offers more than 50 officially licensed vehicles and machines as well as more than 60 exciting missions. A real feast for fans of heavy construction machinery!

The Construction Simulator® 3 - Console Edition for PlayStation®4 and Xbox One will be released on April 7, 2020 for 14.99 EUR / 14.99 USD (RSP) as a digital download on the PlayStation® Store and the Microsoft Store. The digital download version of the Construction Simulator® 3 - Console Edition for Nintendo Switch™ as well as the cartridge version of the Construction Simulator® 2+3 - Switch Edition will become available later this year for 19.99 EUR / 19.99 USD and 39.99 EUR / 39.99 USD (RSP), respectively.

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Phone: +49 (0) 211 - 540 515 - 47 Email: <u>c.hoeh@astragon.de</u> astragon Entertainment (founded in 2000) ranks among the leading independent games publishers in Germany. Our versatile product portfolio focuses on high-quality technical simulation games such as Construction Simulator, Farming Simulator or Bus Simulator, but also covers complex economic simulations and strategy games. The distribution of the Big Fish franchise (Mystery Case Files, Dark Parables, Grim Tales) completes our exciting product range. Games by astragon are available worldwide on many different platforms such as consoles, smartphones, tablets and PC. Please visit us for more information at http://www.astragon.de/en/.

weltenbauer. Software Entwicklung GmbH

weltenbauer. Software Entwicklung GmbH is a developer of computer games, interactive applications and visualizations. Since 2006 weltenbauer. has implemented a great variety of projects in the games, serious games and interactive segments. This has enabled the team to gain extensive experience in multi-platform development for mobile devices, consoles, desktop systems and browsers. The weltenbauer. team consists of 24 permanent employees and free-lance experts from the fields of 3D computer graphics, conceptualization, real time and web development. Find more information on www.weltenbauer.com and www.facebook.de/weltenbauer.