



DARKEST OF DAYS

PHANTOM EFX DELIVERS LEVEL EDITOR AND GAMEPLAY UPDATES TO TIME-TRAVELING SHOOTER *DARKEST OF DAYS*

Cedar Falls, Iowa – November 04, 2009 – Phantom EFX, the world’s leading developer and publisher of PC based casino and card game titles, and independent game development studio 8monkey Labs announced today the availability of a series of updates to their recently launched first-person shooter, *Darkest of Days*. PC users of *Darkest of Days* are now able to use 8monkey’s own level editing software, Habitat, to create their own levels in which to wreak havoc. Phantom EFX also released an “Instant Action” gameplay update that will allow players choose their favorite weapons and travel back to their favorite missions with a weapon set of their choosing.

“This update has been in the pipeline for a while, and we’re excited to get it into our fans’ hands,” said Mark Doeden, director of 8monkey Labs. “Habitat is an incredibly powerful tool that will allow gamers to create levels limited only by their imaginations. And the ability to select individual levels with custom weapon load-outs once the main campaign is completed is something people have been clamoring for – now you can go back to Pompeii and fry up enemies with your microwave gun at any time!”

The release of Habitat allows PC gamers to now create their own *Darkest of Days* mods using 8monkey’s proprietary Marmoset Engine™. This update even unlocks shader code, so graphical mods are also a possibility. The patch also addresses many consumer demands, including: support for fourth and fifth mouse buttons, a mouse smoothing option, fixes for hardware specific OpenAL and ATI crashes, and new PhysX system software.

The “Instant Action” patch and the Habitat level editor are now available in the download section at www.darkestofdays.com.

Darkest of Days was released on PC and Xbox 360 September 8, 2009. PC Gamer gave it an 80/100 in its review and College News said that *Darkest of Days* is “one of the most unique first-person shooters that has hit shelves recently.”

To purchase *Darkest of Days*, please visit store.phantomefx.com. For more information about *Darkest of Days*, please visit www.darkestofdays.com. For more information about Phantom EFX, please visit www.phantomefx.com. For more information about 8monkey Labs, please visit www.8monkeylabs.com.

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About Phantom EFX:

Phantom EFX is a game company that creates ultra-realistic experiences that come to life on a personal computer for Windows and Macs. Phantom EFX, with top notch talent, facilities, resources, and a relaxed Midwest atmosphere, has the vision and capabilities to be a successful game company that creates titles that are fresher, more entertaining and graphically superior to the present market offerings. For more information about Phantom EFX, please visit: www.phantomefx.com.

About 8monkey Labs:

8monkey Labs is an independent game development studio based in Cedar Falls, IA. Founded in 2005, 8monkey Labs is the architect behind the multi-platform Marmoset Engine™ and the developer of the time-traveling action-shooter epic ***Darkest of Days***. For more information about 8monkey Labs, please visit www.8monkeylabs.com.

Media Contact:

Jerry Whitehead III
Reverb Communications
(209) 586-1495 ext. 111
jerry@reverbinc.com