



CONAN[®] CHOP CHOP



Jun 26, 2020 14:59 UTC

Conan Chop Chop release moved

OSLO, Norway – June 25th, 2020 – The rogue-lite party-game *Conan Chop Chop*, previously scheduled for release in Q2 2020, has had its release date moved to allow for further development. The game is still due to release in 2020, but the exact date will be announced through a press release and on

pr.funcom.com at a later time.

For more information on *Conan Chop Chop*, check out the game's official website www.conanchopchop.com.

ABOUT FUNCOM - Funcom is an independent developer and publisher of online games for PC and consoles. Funcom has provided outstanding entertainment since 1993 and continues to expand its track-record of more than twenty released games. Titles include 'Conan Exiles', 'Secret World Legends', 'Age of Conan: Hyborian Adventures', 'The Longest Journey', 'Anarchy Online', 'The Park', and 'Dreamfall: The Longest Journey'. For corporate information please visit www.funcom.com. For information about Funcom games visit www.conanexiles.com, www.secretworldlegends.com, www.anarchy-online.com, www.dreamfall.com, www.theparkgame.com, or www.ageofconan.com. Funcom is listed on the Oslo Stock Exchange under the ticker FUNCOM.

ABOUT CABINET - The Cabinet group consists of Cabinet Entertainment, a tv/film financing and production company, as well as Cabinet Licensing, a consumer products division which manages and develops global entertainment franchises in all forms of media, including motion picture, television, and the gaming, publishing and toy/collectibles industries. Our portfolio consists of well-known brands such as Conan the Barbarian, Kull of Atlantis, Solomon Kane, Mutant Chronicles, Mutant: Year Zero, and Kult.

ABOUT MIGHTY KINGDOM - Mighty Kingdom delights more than 7 million players every month. We design game experiences from the ground up for brand partners such as LEGO, Disney, Moose Toys, KitCatCo, and more. Our portfolio of original and licensed games are all crafted in our Adelaide studio, by a team with over 100 years of combined experience across game development, film production, illustration, music, and theatre. Led by a desire to engage and delight players, we make emotional experiences that connect our diverse talent with millions of people around the world. We love fun. We want to share it with the world. We want you to be a part of it.

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