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Pressemitteilung

POLICE SIMULATOR: PATROL OFFICERS

Two new clips show policing in detail

Duesseldorf/Germany, April 15, 2021 – This Spring police fans will be able to don the badge of a male or female United States police officer and patrol the bustling streets of a fictional American city called Brighton in **POLICE SIMULATOR: PATROL OFFICERS**. At the beginning of the game's **early access phase** on **Steam™** players can start their first shifts in the introductory city district named "Melting Pot", which includes five lively neighborhoods, that can be unlocked by collecting shift points and duty stars: Northpoint, Downtown, Alcombey, Chester and Beaufort Landing.

- **Platform:** PC
- **Engine:** Unreal® Engine 4
- **Release:** Early access starts in Spring 2021 on [Steam™](#)
- **Several update phases** after initial launch
- **Game modes:** Single player from launch; cooperative multiplayer to be added later
- **Price:** 19.99 Euro/USD 24.99/17.99 GBP (RSP) – all future content included at no additional cost

Surrounded by a diverse cityscape, where pedestrians and vehicular traffic simulate the impression of a living complex metropolis, players will be able to tackle their first tasks as new members of the Brighton Police department in this starting district. While creating these tasks, developer Aesir Interactive and publisher astragon Entertainment put emphasis on adding a great depth of detail so that players can experience the work-routine of a US patrol officer as realistically as possible.

Today, two short clips about [parking violations](#) and [speeding](#) will show just how detailed these tasks will be in **POLICE SIMULATOR: PATROL OFFICERS**.

When it comes to recognizing **parking violations** players need to keep their eyes open while patrolling the streets of Brighton. It is up to their own discretion if a parked car should receive a ticket or even be towed. Hints can be taken from street signs, license plates, parking meters, the car's parking position and the general surroundings. The detailed user interface gives players the opportunity to accurately describe the infraction – and issue the respective ticket. The violation "wrong alignment" for example includes parking too far into the street, on the sidewalk where not permitted, or in the wrong direction. Other parking violations consist of invalid license plates, expired parking meters, no parking zones or parking zones reserved for special purposes such as taxi or disabled parking without a valid permit, parking too close to a crosswalk or blocking a fire hydrant. The latter as well as cars parked outside of any valid

parking zone may make it necessary to call for a tow truck. This measure, however, like any other in **POLICE SIMULATOR: PATROL OFFICERS**, should be used proportionally to the violation and within the scope of the law.

As in any other city, **speeding** is also a problem on the roads of Brighton. Here too, players can look up the speed limits applying to any given street by paying attention to street signs during their patrol. Should the police officers suspect a car of going over the speed limit, or if they are generally tasked to monitor a certain road to catch speeding drivers, they will be able to utilize their radar gun. Once the first patrol car has been unlocked, players can also check the speed of a preceding vehicle by pacing it with their own car. Once a violation has been confirmed, it is time to pull the offending driver over to check their driving license and issue a ticket. Just like in real-life, there are also certain roads in **POLICE SIMULATOR: PATROL OFFICERS** where drivers especially like to step on the gas. It pays off for patrol officers to remember these spots on the map and pay them a visit more often than others.

POLICE SIMULATOR: PATROL OFFICERS is being developed by Aesir Interactive in Munich and supported by a game development grant from the German FilmFernsehFonds Bayern funding body. The game will be published globally by astragon Entertainment.

POLICE SIMULATOR: PATROL OFFICERS on PC will be available in early access via **Steam™** and the official **astragon homepage** in Spring 2021 for 19.99 Euro/USD 24.99/17.99 GBP (RSP).

Find more information here:

Steam™:

https://store.steampowered.com/app/997010/Police_Simulator_Patrol_Officers/

Homepage

www.patrol-officers.com

Twitter

<https://twitter.com/PolSimulator>

Instagram

<https://instagram.com/PoliceSimulator>

Facebook

<https://facebook.com/PoliceSimulator>

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About astragon Entertainment

astragon Entertainment (founded on July 25, 2000 in Hagen/Germany, since 2019 based in Duesseldorf/Germany) is one of the leading independent German games publishers. The focus of the diverse product portfolio of our company lies on high-quality technical simulation games such as Construction Simulator, or Bus Simulator, but also many other exciting games such as POLICE SIMULATOR: PATROL OFFICERS or the space strategy game Drone Swarm. The distribution of high-quality licensed and distribution products such as Farming Simulator, Transport Fever 2 and SnowRunner complete our attractive product range. astragon games are available world-wide on many different platforms such as consoles, smartphones, tablets, and PC. Find more information at: <http://www.astragon.com>

About Aesir Interactive

Aesir Interactive is a German development studio based in Munich, Bavaria. Over 35 passionate designers, artists and programmers lay the foundation for engaging games and innovative interactive applications. As a leading Unreal Engine developer, Aesir established a formidable tech-stack and workflow for smooth continuous development and integration, creating lively and beautiful worlds for passionate gamers across the globe on all major consoles and PC. The diverse members of Aesir come from all over the world, yet they share a common path – Crafting memorable experiences through elegance, discipline, and excellence. For more information, visit aesir-interactive.com.

About FilmFernsehFonds Bayern

FFF Bayern provides funding for story and project development, the production of feature and television films, international co-productions for feature films or high-end series, (web)-serial and virtual reality formats, distribution and sales, cinemas as well as games. Besides its funding activities, FFF Bayern is also involved in extensive consulting and information services for the film, television, and games industry. Shareholders of FFF Bayern are the Free State of Bavaria, the Bavarian regulatory authority for new media (BLM), Bayerischer Rundfunk (BR), Zweites Deutsches Fernsehen (ZDF), Seven.One Entertainment Group, RTL Television and Sky Deutschland Fernsehen. For more information, visit www.fff-bayern.de.