



## AXION ANNOUNCES DELIVERY OF RISING FIRE ‘SEASON 1’ TO TENCENT

**VANCOUVER, BRITISH COLUMBIA, June 10<sup>th</sup>, 2019** – Axion Ventures Inc. (“Axion” or the “Company”) (TSX VENTURE: AXV; OTCQX: AXNVF) is pleased to announce the official delivery of ‘Season 1’ of Rising Fire to distribution partner, Tencent. This content payload, officially named Season 1, represents nearly 6 months of content creation and technical tuning by Axion’s Shanghai HQ on various attributes of Rising Fire for which details are outlined below. As Tencent uploads and integrates Season 1 onto their WeGame servers over the next 14 days, users are expected to be able to play this newest version by the end of June 2019. Axion will make gameplay footage available in the near future.



Screenshot from Rising Fire Season 1 Gameplay

“The release of Season 1 of Rising Fire represents a major step forward for our Company and I am proud of the work that has been attributed to this newest and largest content payload,” stated Todd Bonner, Chairman and CEO of Axion. “The scope and size of Season 1 is three times larger than any update that Axion has produced for Tencent in the past and is the culmination of almost 6 months of work by our impressive team at our Shanghai HQ. We look forward to report retention numbers from Season 1 as it is fully integrated onto the WeGame platform.”

### Season 1 | Details

#### Addition of First Person Shooter (FPS) View

- Players can toggle from Third Person Shooter (TPS) to FPS views, and vice versa, using a hotkey.
- While in FPS view, players can switch to a “sight” view for more accurate aiming.



#### **4 New High-Tech Weapons**

- Shrink gun
- Grenade launcher (each “bullet” splits into smaller grenades upon hitting the target)
- Laser gun
- Nuke missile gun

#### **Challenge Mode - these are quests/challenges such as:**

- Red Alert - players shoot monsters while avoiding deadly laser beams.
- Memory Fragments - players gather clues to hunt down undercover enemies.
- Ace Guard - players escort and give protection to a “doctor” character.
- Heatwave Wilderness - players capture monsters.
- Deadly Ice Field - players try to escape a bombardment of air raids.

#### **Ranks - designed to improve player retention**

- Players can now complete tasks to gain military-style ranks (and get the rewards which come with achieving certain ranks).
- Players can also pay to upgrade their ranks.

#### **Shooting Range - designed to improve player retention**

- Players use the bullets that they collected from the PvE mode to shoot monsters in the shooting range and acquire rare weapons (only found in the shooting range).
- Bullets which are of higher “grades” will result in better weapons collected.
- Players can buy high-grade bullets.

#### **The in-game Head-Up Display (HUD) was re-designed for better player experience.**

As Season 1 is fully entrenched on WeGame, the Company expects that Rising Fire will begin to move to the third and final stage of dissemination on Tencent’s distribution roll-out to 100 million gamers toward the end of 2019.

#### **About Axion**

Axion is a video game company with majority ownership in Axion Games, an online video game development and publishing company headquartered in Shanghai, China as well as in True Axion Interactive Ltd., its video game development company headquartered in Bangkok, Thailand cofounded with True Corporation. [www.axionventures.com](http://www.axionventures.com)



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