



Bloober Team to Release a Spine-Chilling New Demo for Layers of Fear (2023) on May 15th

The reimaged chronicle of the series will arrive in full next June, but players will get an early glimpse at the game through a playable demo available from May 15th to May 22nd on Steam

Kraków, Poland - May 11th, 2023 - To celebrate the upcoming release, Bloober Team and Anshar Studios have announced that a PC demo of ***Layers of Fear (2023)*** will be available on Steam starting from May 15th at 8 AM PT until May 22nd at 3 PM PT. This short demo will allow players to jump into the first few minutes of the game and experience the game's opening cinematic video, which introduces the story of the Writer, the game's final protagonist.

[Check out the CINEMATIC INTRO VIDEO here:](#)

In addition to the demo, Bloober Team is excited to announce a special Steam livestream for Layers of Fear debuting next week. Joining the livestream will be Damian Kocurek, Creative Director of Anshar Studios, who will provide a walkthrough commentary of the demo and engage in a discussion with Laura Bernaś, PR Manager at Bloober Team. The livestream will be available on the game's Steam page and is scheduled to go live around 8:30 am PT on Monday, May 15th. Don't miss this opportunity to get an exclusive look into the game with insights from the Creative Director himself.

Bloober Team and Anshar Studios are excited to jump into the final stretch of the development cycle for their upcoming horror magnum opus. ***Layers of Fear (2023)*** is the series' crowning work and will be the

definitive way to experience Bloober Team’s critically-acclaimed psychological horror franchise. This title is also one of the first games to utilize the highly-anticipated Unreal Engine 5, leaning heavily on the game engine to support Ray Tracing, HDR, 4K resolution, as well as a myriad of other visual enhancements which will help make it one of the best-looking horror games in the market.

The development team is also happy to share with players the expected minimum and recommended system requirements to run *Layers of Fear* on PC, including some considerations for those who intend to play using Ray Tracing.



The graphic features a dark, textured background with a close-up of a person's eye in a mask on the left. The title "LAYERS OF FEAR" is prominently displayed in red, with "HORROR REIMAGINED" above it. Below the title, a red banner reads "PC SYSTEM REQUIREMENTS". The requirements are presented in a table with four columns: Minimum, Recommended, Recommended Ray Tracing, and Recommended Ray Tracing 4K. The Bloober Team logo is at the bottom center.

	MINIMUM	RECOMMENDED	RECOMMENDED RAY TRACING	RECOMMENDED RAY TRACING 4K
PERFORMANCE	1080p / 30 FPS	1080p / 60 FPS	1080p / 60 FPS	2160p / 60 FPS
QUALITY	Low (TSR Balanced)	High (TSR Balanced)	High RT (TSR Balanced)	High RT (TSR Balanced)
CPU	Intel Core i5-4690 AMD Ryzen 3 1200	Intel Core i7-8700K AMD Ryzen 5 3600	Intel Core i7-9700K AMD Ryzen 7 3700X	Intel Core i7-9700K AMD Ryzen 7 3700X
RAM	8 GB	12 GB	16 GB	16 GB
GRAPHICS	Nvidia GTX 1060 3GB AMD RX 580 4GB	Nvidia GTX 1070 8GB	Nvidia RTX 2070 8GB AMD RX 6800-XT	Nvidia RTX 3080Ti 12GB
STORAGE	HDD/SSD – 20 GB	SSD – 20 GB	SSD M.2 – 20 GB	SSD M.2 – 20 GB
OS	Windows 10 build 1909.1350	Windows 10 build 1909.1350	Windows 10 build 1909.1350	Windows 10 build 1909.1350
OTHER	DirectX 12 (12_1) Shader Model 6	DirectX 12 (12_1) Shader Model 6	DirectX 12 (12_1) Shader Model 6	DirectX 12 (12_1) Shader Model 6

Key Features:

- **The Ultimate *Layers of Fear* Experience** - The series’s crowning work casts an overarching narrative over the entire franchise.
- **Horror Reimagined** - Everything in the Layers of Fear series melds together into a single experience, including all DLCs, so players can find all the answers they seek.

- **Shocking New Looks** - Enhanced with Unreal Engine 5's improved technology. This version offers a more immersive horror experience with the addition of Ray Tracing, HDR, 4K resolution, and the Lumen system.
- **Psychological Horror** - A grim but gripping first-person psychedelic horror game focused on tense exploration, puzzle-solving, and immersive storytelling. Discover what lies in the depths of the human psyche with this mature, cathartic game.
- **New tricks** - New brand-new core mechanics that will be introduced to Layers of Fear and its sequel, as well as additional features, so all the chapters and stories will blend seamlessly
- **Horror Through the Many Lenses of Art** – Explore the depths of obsession with three different stories of craft-obsessed protagonists (The Painter, The Actor and The Writer) which are interwoven to create a truly immersive experience and gripping storyline
- **Classical, Ominous Soundtrack** - Hauntingly beautiful soundtrack composed by the highly-acclaimed musician Arek Reikowski. He has composed a hypnotic score that adds an extra layer of tension to the game and will leave you on the edge of your seat

Layers of Fear is being published by Bloober Team and co-developed by Bloober Team and Anshar Studios and will be available in June 2023. To be up-to-date with the latest news, wishlist the game over on [Steam](#) and follow Bloober Team on [Twitter](#), [Facebook](#), and [Instagram](#).

Download the press kit [here](#).

About Bloober Team

Established in 2008, Bloober Team is a highly experienced game development studio with over 230 talented individuals. Known for our expertise in crafting mature storylines and eerie set-pieces, we specialize in creating spine-tingling horror titles that leave a lasting impression. Our commitment to excellence has resulted in a notable portfolio of horror games, including Blair Witch, the Layers of Fear franchise, Observer: System Redux, and The Medium. This collection will be expanded with the addition of the highly anticipated remake of SILENT HILL 2 in partnership with KONAMI. Head to our [official website](#) for further details.

About Anshar Studios

Craftsmanship is our way. We follow the radical truthfulness philosophy to communicate and, as a result, bring impactful, first-party ideas to life and deliver perfected third-party projects. We are set apart by our skilled team, a well-crafted portfolio, and our ambition to grow. We're hungry for making good games and we specialize in narrative RPGs. Anshar Studios was founded in 2012 and since then has worked on dozens of commercially released titles on multiple platforms using different technologies. We employ over 120 skilled professionals and game enthusiasts from the video game industry, which are helping out companies from all around the world to develop their games. Apart from that we also develop games as 1st party – we created *Gamedec* - an adaptive, isometric, cyberpunk, RPG game. Our VR experience was rounded off with the releases of *Detached* and *Telefrag VR*.

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