

Note To Editors:

- The Groundhog Day Trailer can be viewed [here](#)
- To download the Groundhog Day press kit [visit](#)



***Groundhog Day: Like Father Like Son* charms retail on December 6th**

Return to Punxsutawney this Winter on PSVR

London, UK, November 2019 - Tequila Works, Sony Pictures Virtual Reality (SPVR), MWM Interactive (MWMi) and Perp Games are excited to reveal that a physical release of *Groundhog Day: Like Father Like Son* is coming to PlayStation VR, on December 6 in EU Territories. A North American Release Date will follow.

Published by SPVR, produced by SPVR and MWMi and developed by Tequila Works, *Groundhog Day: Like Father Like Son* tells a modern-day, comedic story featuring puzzles, a time loop and branching narrative gameplay. Based on the hit 1993 film, *Groundhog Day*, players will revisit Punxsutawney, Pennsylvania as Phil Connors Jr., the son of the protagonist of the iconic film, and be forced to relive the same day over and over until learning the true value of friends and family.

From Tequila Works, the developers of RIME, The Sexy Brutale, and The Invisible Hours, *Groundhog Day: Like Father Like Son* is a modern-day, comedic story with branching narrative gameplay built from the ground up for Virtual Reality.

With a humour suited to fans of the original film and a continuation of its beloved story, *Groundhog Day: Like Father Like Son*, is a perfect gift for PSVR owners when it releases, this December.

Of the announcement, Raul Rubio, CEO and Creative Director of Tequila Works, says “*Groundhog Day* is a timeless classic, a tragic comedy –or a comedic tragedy? - of philosophical tones. We are big fans of the original movie so of course we were in for the sequel... in VR! With *Groundhog Day: Like Father Like Son* we wanted players to come for the lulz but stay for the depth. The journey from selfish to selfless is plagued with hilarity, introspection and many, many loops. We are delighted that fans can put this refreshing and narrative-complex VR title on the self, next to its illustrious predecessor, as a resonating monument to all daddy issues in the world. To World peace!”

Rob Edwards, Managing Director of Perp Games, is delighted to be working on such a beloved intellectual property. “*Groundhog Day: Like Father Like Son* is one of the most talked-about VR games of the year, coming from one of the most talented VR studios in the world. We can’t wait for retailers to be able to offer to take the trip back to Punxsutawney later this year and are thrilled to have been given the chance to work with Sony Pictures Virtual Reality to bring this game to a wider audience”.

Groundhog Day: Like Father Like Son comes to retail on PSVR in EU Territories on December 6. A North American Physical Date will follow.

About Perp Games

Perp Games is a Video Game Publisher whose aim is to help developers, in any way possible, bring extraordinary and exciting games to market.

About Sony Pictures Virtual Reality

Sony Pictures Virtual Reality (SPVR) is the award-winning virtual reality division of Sony Pictures Entertainment (SPE). It is dedicated to building the business of immersive entertainment primarily through the production and distribution of virtual reality (VR). SPVR has launched several popular VR experiences including *Can You Walk The Walk*, *Spider-Man: Homecoming VR*, *Spider-Man: Far From Home*, *Virtual Reality*, the narrative-driven VR game *Groundhog Day: Like Father Like Son* and *Ghostbusters: Dimension* in collaboration with The VOID.

About MWM Interactive

MWM Interactive, a division of MWM, produces and distributes high-quality interactive entertainment with the world's best storytellers. Ethan Stearns, EVP, Content, oversees operations, and the creative vision of MWMi. By using audience insights and engaging fandoms, MWMi connects audiences with innovative interactive storytelling in entirely new ways. MWMi is the division behind such groundbreaking and critically acclaimed projects as Dan Carlin's "War Remains," a fully immersive historical experience, and the category-defining "Chained: A Victorian Nightmare," as well as Jon Favreau's magical "Gnomes & Goblins" VR universe. In partnership with Sony Pictures, MWMi is innovating the world of VR games and experiences to elevate Sony's slate of motion pictures and franchises such as the upcoming "Groundhog Day: Like Father Like Son."

About Tequila Works

Tequila Works, S.L. is an independent boutique studio founded in 2009 by Raúl Rubio Munárriz (founding member of MercurySteam Entertainment, developers of Castlevania: Lords of Shadow) and Luz Sancho Rodríguez. Tequila Works' first title, the BAFTA-nominated "Deadlight," was published in 2012 by Microsoft Studios. The studio also released "The Sexy Brutale", "RiME", "WonderWorlds", "The invisible Hours", "Groundhog Day: Like Father Like Son" with SPVR and MWMi and "GYLT" in partnership with Google for Google Stadia. Tequila Works' philosophy is Creating with Gusto. The team consists of a healthy blend of talented veterans from the games, animation and comic book industries, all of whom enjoy challenging their creative talents and seeing the beauty and the craziness of the world with amazement every day. www.tequilaworks.com

Links

Tequila Works Website - <http://www.tequilaworks.com/en/>
Perp Games Website - www.perpgames.com

Tequila Works Twitter - <https://twitter.com/tequilaworks>
Perp Games Twitter - <http://www.twitter.com/perpgames>

Press Kit

<https://onedrive.live.com/?cid=414dd39911870293&id=414DD39911870293%2172515&authkey=!AHQT5j0z3-RuRgk>

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