

# PRISON ARCHITECT

## About Prison Architect

Build and manage a Maximum Security Prison. As the sun casts it's early morning rays on a beautiful patch of countryside the clock starts ticking. You've got to crack on and build a holding cell to detain the job-lot of maximum security prisoners that are trundling to your future prison on their yellow bus. As your workmen lay the last brick you don't have a moment to let them rest as they need to get started on the first proper cell block so you can make room for the next prisoner intake. Once they've all got a place to lay their weary heads the fun can really start. You'll need a canteen, infirmary and a guard room, oh, and don't forget to plumb in a toilet, or things will get messy, but what about a workout area? Or solitary confinement cells? Or an execution chamber?

Inspired by Dungeon Keeper, Dwarf Fortress and Theme Hospital and with over 1 million players having spent time inside, Prison Architect is the world's best lock-em-up.

[Reviewers Guide Here.](#)

## Reception

Prison Architect was released into Early Access in September 2012. Within three days it had sold over \$100k, but that was just the beginning. Over the following three years, the game was updated each month and the audience continued to grow and in January 2015 it passed the incredible milestone of over 1m players. With over 12,000 reviews on steam, 93% of which are positive it's safe to say that it's a sure-fire hit with PC Gamers and critics alike:

*"Prison Architect is a game that already has a very particular character to it. The draw is in meticulous management, in watching things then go wrong, in tidying up afterwards and in secretly relishing the next opportunity to watch disaster unfold." - Eurogamer.*

*"Prison Architect could easily become a powerful tool to see incarceration through multiple lenses, possibly even prefiguring alternatives to the existing dysfunctional system." Kotaku*

*“Introversion's security sim is an interesting confluence of capitalism, architecture, management, and morality. The theme puts multiple, often contradicting goals before you: prisoner safety, spatial efficiency, prisoner well-being, making a profit, and making sure your prison is totally secure. Building a space that supports these goals is a fascinating exercise.”* PC Gamer

*“Prison Architect chills me to the bone. If played haphazardly it can be a wonderful farce rich with hilarious anecdotes, but played patiently and carefully it's a horror game, a top-down voyage into the heart of darkness, an eternal raging fire I forever try but can only fail to douse.”* - RPS

Version 1 of Prison Architect will be released in October 2015.

## **About Introversion Software**

Introversion Software is one of the UK's most-respected and successful independent game developers and publishers. Founded in 2001 by three university students, they have gone on to create four critically acclaimed video games including cult classics Uplink, DEFCON, Darwinia and Multiwinia. In Feb 2010 Introversion made its first move into the console space by releasing Darwinia+ (Darwinia & Multiwinia) for Xbox Live Arcade. Introversion have previously been voted one of the top 50 Best Games Companies in the world and their most recent release, Prison Architect, has enjoyed success whilst in early access and currently has over 1 million players.

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