



The Official Video Game of “Demon Slayer: Kimetsu no Yaiba” Travels to the West on October 15

SEGA is excited to announce **Demon Slayer -Kimetsu no Yaiba- The Hinokami Chronicles** will be released in North America and Europe on **October 15, 2021**, for PlayStation®5, PlayStation®4, Xbox Series X|S, Xbox One, and Steam®.

The game is currently available to pre-order on console and will soon be available to pre-order on Steam. Check out our announcement trailer.

Become the Blade That Destroys Demons!

It is the Taisho Period in Japan. Tanjiro, a kindhearted boy who sells charcoal for a living, finds his family slaughtered by a demon. To make matters worse, his younger sister Nezuko, the sole survivor, has been transformed into a demon herself. Though devastated by this grim reality, Tanjiro resolves to become a “demon slayer” so that he can turn his sister back into a human and kill the demon that massacred his family.

A sorrowful tale of siblings in which the fates of humans and demons intertwine... begins now!

About Demon Slayer -Kimetsu no Yaiba- The Hinokami Chronicles

The Hinokami Chronicles is a spectacular arena fighter from the team at CyberConnect2 that lets players relive the memorable moments of “*Tanjiro Kamado, Unwavering Resolve Arc*” and “*Mugen Train Arc*”.

Follow Tanjiro through the story from the “Demon Slayer: Kimetsu no Yaiba” anime as he faces demons in order to turn his sister Nezuko, who has become a demon, back into a human. Players can expect:

- **Exhilarating Arena Battles** – Master the multitude of spectacular skills of a wide roster of characters from the anime, including Tanjiro and Nezuko, to overcome challengers in head-to-head battle, locally and online.
- **Moving Drama** – Take up the sword of Tanjiro Kamado and guide his journey to become a Demon Slayer and turn his sister Nezuko back into a human.
- **Thrilling Boss Battles** – Action and drama reach their peak in specially designed battles against powerful demons that will test Tanjiro’s mettle.

- **Original Anime Voice Cast** – The original English and Japanese casts of the anime return to bring their authentic portrayals to the game.

Learn more by visiting the official website: <https://demonlayer-hinokami.sega.com>, and our official Demon Slayer social accounts on [Twitter](#), [Facebook](#), and [Instagram](#).

Details on the Pre-Order Options

Physical Standard Edition

A **physical Standard Edition** for *The Hinokami Chronicles* is also now available to pre-order. This version features:

- Full Game
- 1 Kimetsu Academy Character Unlock Key (Tanjiro Kamado)*
- 2 Avatars (Tanjiro Kamado, Nezuko Kamado)**

**Only included in the limited-time Launch version of the Standard Edition*

***Limited to the PlayStation 4 and PlayStation 5 versions*

Demon Slayer -Kimetsu no Yaiba- The Hinokami Chronicles will launch across North America and Europe on **October 15, 2021**, for PlayStation®5, PlayStation®4, Xbox Series X|S, Xbox One, and Steam®.

Direkter Link zum SEGA-Presseserver: www.sega-press.com

SEGA Europe Ltd. Gehört zur japanischen SEGA Corporation, einem der weltweit größten Anbieter interaktiver Unterhaltung für den Heim- und Spielhallenbereich. SEGA entwickelt und vertreibt interaktive Unterhaltungs-Software für eine Vielzahl von Plattformen, darunter PC, Handhelds und Spielkonsolen von Nintendo, Microsoft und Sony Computer Entertainment. Weitere Informationen befinden sich auf der Website von SEGA Europe Ltd. unter: www.sega-europe.com

About Koch Media

The Koch Media Group is a global developer, publisher and distributor of video games, VR games, gaming hardware and merchandise.

The group's publishing activities, marketing and distribution extend throughout Europe, America, Australia and Asia. Koch Media has more than 25 years of experience in the digital media business and has risen to become a leading global publishing partner. The Koch Media Group runs a multi-label strategy with fully owned publishing units such as Deep Silver, Milestone, Vertigo Games and Ravenscourt, publishing games for consoles, PC and VR platforms across all physical and digital channels.

Additionally, as global publishing partner Koch Media has formed long-term multi-national publishing collaborations with numerous game publishers including Activision Blizzard, Bethesda, Capcom, CI Games, Giants Software, Kalypso, Koei Tecmo, Konami, Paradox, Sega, SNK, Square Enix, Techland, Tripwire, Warner Bros, and many others.

With its parent company in Höfen, Austria, and the Publishing HQ in Munich, Germany, Koch Media owns local publishing companies in Germany, UK, France, Spain, Italy, Sweden, the Netherlands, Austria, Switzerland, Poland, Australia, the United States as well as Japan and Hong Kong.

The Koch Media Group owns nine game development studios: Deep Silver Volition (Champaign, IL / USA), Deep Silver Dambuster Studios (Nottingham / UK), Deep Silver Fishlabs (Hamburg / Germany),

Warhorse Studios (Prague / Czech Republic), Milestone (Milan / Italy), Voxler (Paris / France) , Flying Wild Hog (Warsaw, Kraków, Rzeszów / Poland), Free Radical Design (Nottingham / UK) and Vertigo Games (Rotterdam /The Netherlands). Additionally, the Koch Media Group collaborates with numerous independent development studios around the world.

Part of the Koch Media Group is also Koch Films, a leading European independent film distributor with business primarily in Germany, Switzerland, Austria and Italy as a cinema, TV, online and Home Entertainment distributor. The Koch Media Group also owns Gaya Entertainment, a leading video game merchandise company in Munich, Germany, and the Quality Assurance Facility in Olomouc, Czech Republic.

Koch Media is an Embracer Group company.