



## **Megabit and OtherSide Entertainment Reveal *Thick As Thieves* during The Game Awards 2024**

*Debut Trailer Showcases First Gameplay*

*PvPvE Stealth Action Multiplayer Game set in Alternate-History Metropolis*

**Boston, MA – December 12, 2024** – Today during the 2024 The Game Awards, [OtherSide Entertainment](#) and [Megabit](#), announced *Thick As Thieves*, an immersive stealth-action multiplayer game set for release in 2026 on PC, PlayStation 5, and Xbox Series X|S. Led by gaming veterans Warren Spector, Greg LoPiccolo and Paul Neurath, *Thick As Thieves* invites players to navigate a 1910s metropolis where every shadow conceals new challenges, from rival thieves and watchful guards, to a richly detailed city that changes with each heist.

[Watch 'Thick As Thieves Trailer' here](#)

“OtherSide Entertainment’s co-founders helped pioneer the stealth action genre with the original Thief and Deus Ex games,” said Benjie Clarke, Managing Director of Global Publishing at Megabit. “Their collaboration at OtherSide has rekindled this vision, now focused on pushing boundaries with fresh perspectives. *Thick As Thieves* marks the next step for what an immersive action game can accomplish and how sharing this experience with other players leads to incredible player-driven storytelling.”

Set in an alternate history metropolis where technology clashes with magic, *Thick As Thieves* immerses you in a complex, detailed world of glittering wealth, a thriving criminal underclass, and a touch of magic. As the upper class amasses wealth and power while the lower class struggles to survive, you weave your way through both worlds, pursuing treasure and glory with stealth and cunning.

Players engage in a unique competitive multiplayer experience, where infiltration, theft, and escape drive success. The game rewards clever tactics, planning, and improvisation. *Thick As Thieves* exemplifies OtherSide's commitment to player-driven agency, creating an experience where each playstyle can unfold uniquely in a vibrant world.

"*Thick As Thieves* captures the vision of immersive gameplay that OtherSide was founded on" said Warren Spector, co-founder of OtherSide Entertainment. "With this game, we're empowering players to create their own stories in a world that values observation, craftiness, and creative problem-solving."

Key elements of *Thick As Thieves* include:

- **REPLAYABLE EMERGENT STEALTH ACTION PvPvE GAMEPLAY:** Navigate a realm where every shadow and corner may conceal a fresh challenge—from watchful guards to devious rivals to the ever-shifting, treacherous city itself. Arm yourself with keen awareness and crafty skills to thrive in this unpredictable world.
- **BE THE THIEF YOU WANT TO BE:** Every mission is an opportunity, and every opportunity can be approached creatively. Observation, clever planning, and crisp execution are essential, but with other thieves around it'll never be that simple. Improvisation and inventiveness will be key if you are to survive and thrive.
- **THE CITY AND ITS ENDLESS SECRETS:** Delve into the city, a world rich in characters, stories, and mystery. Learn about the powerful, the criminal, and the craven as you break into their strongholds and steal both their gold and their secrets. Explore your own personal storyline, mission by mission, shaping your destiny and your journey from a nobody to a legend of crime.
- **A THIEVES TOOL KIT:** Your rise through the ranks will open doors - literally. Pick locks, hijack alarms, bamboozle guards, silence civilians, conceal your presence, and escape with your loot bag full. Whether you prefer to play slow and quiet or fast and loud, all the tools are at your disposal. Mastering them will be your challenge as you match wits against diverse hazards and adversaries.
- **LIVING WORLD ALTERNATE HISTORY SETTING:** Step into a vibrant alternate-history metropolis at the dawn of the 20th century, where the glow of gas lamps, neon, and magic light the way. Keeping an eye on its inhabitants and their daily habits might just help you....maybe the housemaid has spoken to her husband, who has spoken to the barmaid after a few drinks.... Understanding the world and its mysteries is vital. The wise thief is the superior thief.

*Thick As Thieves* will launch in 2026 on PC, PlayStation 5, and Xbox Series X|S.

For more information about *Thick As Thieves*, please visit:

<https://megabit-publishing.com/games/thick-as-thieves>

Download *Thick As Thieves* assets here:

<https://spaces.hightail.com/space/w7Bn6L6SCl>

To learn more about *Thick As Thieves*, please visit:

- Instagram - <http://instagram.com/playthickasthieves>
- X(Twitter) - <http://x.com/playTaTgame>
- YouTube - <http://youtube.com/@PlayThickasThieves>

For media inquiries, please contact:

Tara Bruno PR

[megabit@tarabrunopr.com](mailto:megabit@tarabrunopr.com)

### **About OtherSide Entertainment**

OtherSide Entertainment was formed in 2016 by co-founders Paul Neurath and Warren Spector, who first started working together in the 1990's, providing creative direction on games that pioneered the "Immersive Simulation" genre. The studio's vision is to create deeply immersive games that challenge the conventional approach and offer a fresh perspective, while empowering players to choose their own play style for a truly unique experience. OtherSide Entertainment is currently in development with tentpole titles including Argos: Riders On The Storm and Thick As Thieves.

### **About Megabit**

Megabit is Aonic's new publishing arm that was created to support its 1st and 3rd party studio partners. Megabit will provide world class publishing services to support incredible developers around the world. Key titles under Megabit currently in development include OtherSide Entertainment's Thick As Thieves, the surreal fever dream OMUT from Madame Cyclone, and the cozy open world adventure Lou's Lagoon from Tiny Roar and more.

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