



Karlovy Vary International Film Festival

THE KARLOVY VARY INTERNATIONAL FILM FESTIVAL TO PRESENT THE WORLD PREMIERE OF A CINEMATIC CUT OF THE SUCCESSFUL VIDEO GAME KINGDOM COME: DELIVERANCE II

This year, KVIFF is expanding its range to include new trends combining various areas of the audiovisual industry. To this end, the festival's Special Screenings section will show the world premiere of a cinematic cut of Warhorse Studios' internationally successful video game – *Kingdom Come: Deliverance II Cinematic Cut*.



"We are honored to be working together with world leaders in their field on this unique project, which represents an exceptionally original contribution to our long-standing goal of presenting powerful and gripping stories captured in a unique manner," says KVIFF's artistic director Karel Och.

Kingdom of Bohemia, 1403. Chaos has befallen the Kingdom. As invaders pillage this ungoverned land, sowing fear and terror, Henry of Skalitz seeks revenge for his murdered family. Now a trusted servant of the rightful king's allies, Henry is sent to escort Sir Hans Capon on a diplomatic mission. After they are ambushed and nearly killed, the two young men embark on a series of perilous adventures, putting their skills, character and friendship to the ultimate test.

"I have wished to see Kingdom Come: Deliverance II on the big screen for a long time. I believe that the civil story of a blacksmith's son will also appeal to film audiences and stand up to the competition of international movie productions. Together with my colleagues in the studio, we are proud that we have the opportunity to present the story we have been working on for many years in a world premiere at the Karlovy Vary Film Festival," said Martin Frývadlský, the CEO of Warhorse Studios.

Daniel Vávra and Petr Pekař are credited as directors of the film.



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Daniel Vávra is a Czech screenwriter, director, and video game designer who has been in the gaming industry for over two decades. Early in his career, he rose to fame as the lead writer and director of the legendary Czech game *Mafia: The City of Lost Heaven*, which became an international hit. In 2011, he co-founded the video game studio Warhorse Studios, where he serves as Creative Director. It was here that he created his most ambitious project – the realistic historical RPG *Kingdom Come: Deliverance*, which gained worldwide recognition for its authentic medieval setting, deep story, and complex gameplay mechanics. He was the lead writer and director of the sequel, *Kingdom Come: Deliverance II*.

Petr Pekař, originally an editor and director, graduated from the FAMO Film Academy in Písek. For the past ten years, he has been working in the video game industry as a creator of cutscenes - short animated sequences that carry the narrative component of video games. He participated in the world-famous titles *Mafia III* and *Kingdom Come: Deliverance*.

Since 2018, he has been working as a Cinematic Director, i.e. the head of the film department at the video game company Warhorse Studios. Under his leadership, a more than five-hour cutscene spectacle was created that helps tell the epic medieval story of the blacksmith Henry in the world-successful and award-winning title *Kingdom Come: Deliverance II*.



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Audiences will have the opportunity to meet the creators of the game at a KVIFF Talk on **July 9, 2025, at 3.30pm** in Kaiserbad. The world premiere is scheduled **for July 9, 2025, at 7pm** in Kaiserbad.