

HDR10+ GAMING Builds Momentum With More Supported Games

In Brief:

- HDR10+ GAMING continues to expand across new and upcoming games, with **REANIMAL** recently implementing support and updates coming for **Gray Zone Warfare** and **The Sinking City 2**, alongside newly revealed titles **1001 Threads of Mizan** from MBC Game Studio and **AWAYSIS** from 17-BIT, both of which will support HDR10+ GAMING at launch.
- Major franchises are also demonstrating continued support for the technology, with **Call of Duty®: Modern Warfare® 4** set to become the fifth *Call of Duty* game to support HDR10+ GAMING, underscoring continued adoption across one of the largest gaming franchises.
- These new and upcoming titles join the growing HDR10+ GAMING lineup alongside **Crimson Desert**, **Causal Loop** and **F1®25 2026 Season Pack**, all of which were released earlier this year, with additional HDR10+ GAMING-supported games expected to be announced before the end of 2026.

Los Angeles, California – Sept. 29, 2026 — HDR10+ Technologies, LLC, today announced a **slate of new games** joining its growing roster of titles utilizing HDR10+ GAMING, the leading royalty-free HDR standard for the video game industry, with recently implemented support, upcoming updates and newly announced titles further expanding its lineup of compatible games.

Tarsier Studios recently implemented HDR10+ GAMING support for **REANIMAL**, while **Gray Zone Warfare** from MADFINGER Games, and **The Sinking City 2** from Frogwares are set to add support in upcoming updates. The growing lineup also includes **1001 Threads of Mizan**, the newly revealed Arabian fantasy action-adventure unveiled at Gamescom and the debut title from MBC Game Studio, as well as the upcoming **AWAYSIS** from 17-BIT, both of which will support HDR10+ GAMING at launch.

Major gaming franchises are also continuing to embrace the technology. **Call of Duty®: Modern Warfare® 4** from Activision Publishing will support HDR10+ GAMING, making it the fifth *Call of Duty* game to support the technology and demonstrate continued adoption from one of the largest gaming franchises. With broad compatibility across game engines, once HDR10+ GAMING is implemented within a franchise, enabling it for future entries can require minimal or no additional work. And the momentum is set to continue, with additional HDR10+ GAMING-supported titles expected to be announced before the end of the year.

HDR10+ GAMING delivers an accurate HDR experience that allows games and compatible displays to communicate in real time, automatically optimizing HDR for each screen. The result is a more accurate, consistent visual experience that preserves the developer's artistic vision without requiring players to manually adjust HDR settings.

- **For developers, HDR10+ GAMING helps preserve your game's artistic vision across displays,** ensuring the lighting, colors, contrast and atmosphere you've created are faithfully reproduced.
- **For players, no more manual HDR calibration or confusing setup screens.** HDR10+ GAMING automatically switches into HDR10+ GAMING mode and optimizes HDR properly for the display, ensuring players get the best picture quality from the moment the game begins.

HDR10+ GAMING is an open, royalty-free standard managed by HDR10+ Technologies, LLC. The ecosystem includes more than 185 adopters and more than 7,500 certified HDR10+ GAMING products worldwide, with support from leading GPU manufacturers and a growing library of compatible games.

HDR10+ GAMING is built to integrate with game engines, with support for Unreal Engine 5 through the HDR10+ GAMING plug-in and adoption across major proprietary engines, including Electronic Arts' Frostbite, Rockstar Games' RAGE (Rockstar Advanced Game Engine) and CD Projekt Red's REDengine.

For more information about HDR10+ GAMING, compatible games, and certified devices, visit **HDR10plus.org** or contact info@hdr10plus.org.