

Arena: Monster Alien Shooting Chaos - Trailer Announcement

Published on 03/03/15

Screen Implosion announces its first release, Arena: Monster Alien Shooting Chaos will be out worldwide in mid 2015 for iPhone and iPad. The game is an arcade space shooter. Players control a ship and the goal is to attack the enemy worm. After each kill, the worm leaves behind a special weapon that players can collect to refill their weapon. Arena: Monster Alien Shooting Chaos has a fantastic sense of progression, though players will need to retrieve their resources after death.

Berlin, Germany - Screen Implosion is pleased to announce its first release "Arena: Monster Alien Shooting Chaos" will be out worldwide in mid 2015 for iPhone and iPad and its first trailer is out now.

Arena: Monster Alien Shooting Chaos is an arcade space shooter for your mobile device. Pulling inspiration from Gomander, the second boss of R-Type, Arena: Monster Alien Shooting Chaos features a worm that comes out of a body in order to attack, and then retreats back into the body. Players control a ship that shoots normal bullets, and the goal is to attack the enemy worm. After each kill, the worm leaves behind a special weapon that players can collect to refill their weapon. These special bullets are necessary, as it becomes impossible to survive for long if you continue using normal rounds. AMASC does not feature an automatic lock-on, so the game is very challenging, but some in-game elements enhance this behavior, such as Repetea ships. The game has a fantastic sense of progression, though players will need to retrieve their resources after death.

Some Features:

- * Simple, fast gameplay
- * The original game bringing auto lock-on
- * An endless score chaser, in a loop
- * Classic arcade style
- * 5 weapons to unlock

Screen Implosion:

<http://www.screenimplosion.com>

Vimeo Video (Trailer):

<https://vimeo.com/120576172>

Media Assets:

<https://dodistribute.com/access/vGm3WSceNN/>

Press kit:

<http://screenimplosion.com/presskit/sheet.php?p=arena>

Screen Implosion is an independent developer and editor funded in 2015 in Berlin. It's first release "Arena: Monster Alien Shooting Chaos" will be out worldwide in Spring 2015 for iOS devices. Screen Implosion strives to produce classic arcade games with a contemporary twist. Retro evolved gameplay. All Material and Software (C) Copyright 2015 Screen Implosion. All Rights Reserved. Apple, the Apple logo, iPhone, iPod and iPad are registered trademarks of Apple Inc. in the U.S. and/or other countries. Other trademarks and registered trademarks may be the property of their respective owners.

###

prMac: Publish Once, Broadcast the World :: <http://prmac.com>

Miguel Alvarez
Owner
+4915258104137

info@screenimplosion.com

Link To Article: <https://prmac.com/release-id-73710.htm>
