

Filled with heroic adventures & hails of ammunition it's Tons of Bullets

Published on 09/22/16

FredBear Games Ltd and PlayPlayFun LLP together introduce Tons of Bullets! 1.0, their new retro 2D mobile platformer for iOS and Apple TV. Players must control Kenji as he fights his way from mission to mission in a bid to rescue his girlfriend from the claws of her kidnapper, his arch-nemesis Dr Mad. Developed with the venerable classics Metroid and Castlevania in mind, this game's growing fanbase often refers to it as MetroidVania. It fuses beautiful, 2D pixel art graphics with modern effects.

Birmingham, United Kingdom - Promoted by FredBear Games Ltd and PlayPlayFun LLP, Tons of Bullets! 1.0 is an action platformer experience released on iOS and Apple TV on 22nd September 2016 and later to be followed Android, PC, Max and Xbox in the near future. For more announcements, please head to the Tons of Bullets Facebook page.

? game that we have vastly enjoyed for the past months during internal testing. The release publishing venture, FredBear Games Ltd and PlayPlayFun LLP. "Following the launch, Tons of Bullets will also soon be available on Android, PC, Mac and many others."

The game fuses beautiful, 2D pixel art graphics with modern effects such as fluids, god rays, soft shadows and much more to create a visually stunning spectacle for players of all ages taking inspiration from many platformers of yesteryear including Super Mario Bros.

Such pixel art scenes are on show throughout the game's various missions and scenarios, including the snow fields, lava plains and submerged caves that Kenji must navigate in order to chase Dr Mad and his henchmen.

Players can carry, push, jump, teleport, swing and jetpack their way through hidden rooms to uncover new weapons to use against their evil nemesis' creatures. They can employ a range of stealth mechanics, rideable vehicles and a varied inventory of weapons to propel them through the levels. Night vision mode is also a handy tool that is available at their disposal.

To excel and win, players are to make use of all the skills, tools and weapons available to defend against various obstacles, monsters and huge bosses. Scripted cut scenes offer a movie-like experience, as players are kept updated with the narration of each stage. With great touch control capabilities and a gamepad support system that works on MFI and iCade for iOS and Android official gamepads, the game is designed to be as convenient as possible for all prospective fans.

Device Requirements:

- * Requires iOS 8 or later
- * 72.5 MB

Pricing and Availability:

Tons of Bullets is produced with multilingual features, supporting more than 10 languages. T no in-app purchases or advertisements and is available globally, exclusively through the App Store in the Games category.

Tons of Bullets! 1.0:

<https://www.facebook.com/2dpixel/>

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

Purchase and Download:

<https://itunes.apple.com/app/tons-of-bullets!/id1135304604>

YouTube Video (Announcement Trailer):

https://www.youtube.com/watch?v=40_rEEmlzJU

Promotional Image:

http://i1288.photobucket.com/albums/b485/evilc666/TOB%20ILLUST%201C_zpsipeutos5.png

App Icon:

http://i1288.photobucket.com/albums/b485/evilc666/Tons%20of%20Bullets%20icon%20512x512_zpshx6ni8du.png

Media Assets:

<http://www.fredbeargames.com/tons-of-bullets.html>

Located in Sutton Coldfield, United Kingdom, FredBear Games Ltd is a mobile games publisher, marketer and developer of in house games for both the iOS and Android mobile platforms and PC platform. Founded by the current CEO, Clive Bennett in 2013. All Material and Software (C) Copyright 2016 FredBear Games Ltd. 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.

###

Clive Bennett

Owner

+447980591931

clivebennettceo@fredbeargames.com

Link To Article: <https://prmac.com/release-id-80279.htm>
