

Space Toads Mayhem is coming to GEEK 2017

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UK based LimeVibe Games today announced that Space Toads Mayhem will be coming to GEEK

2017 held at Dreamland Margate. Paying homage to classics from the 1980s, this arcade-style, topdown shooter will be part of the Indie Zone throughout the whole event. The complete game, coming to PC and Mac in 2017, will offer a single player campaign as well two arcade modes: survival and hardcore - the latter shall prove challenging even to seasoned coin-op veterans.

Solihull, United Kingdom - LimeVibe Games is delighted to announce that Space Toads Mayhem (listed by Kotaku UK as one of notable upcoming shooters of 2017) will be coming to GEEK 2017 held at Dreamland Margate (Kent, UK). Paying homage to classics from the 1980s, this arcade-style, topdown shooter will be part of the Indie Zone throughout the whole event, from 17th to 19th February 2017.

For five years GEEK has been bringing people together to meet, make, and play. Taking place in Dreamland's iconic and newly refurbished Hall By The Sea, in the Roller Room, Ballroom and the arcade area, this time around GEEK will be encouraging everyone to participate in all genres of gaming: board games, computer games, retro and next generation, card games and real world games.

Fans of retro-inspired shoot 'em ups who may have played the first version of Space Toads Mayhem at Insomnia 59 will be treated to a succulent new demo - with new levels and mission briefings among many other awesome things.

"Our first public demo at Insomnia 59 was a great success. The feedback was overwhelmingly positive and it was awesome to see all the amazing gamers and devs." says Lukasz Snopkiewicz. "We're really looking forward to GEEK 2017 - meeting people, seeing them play the game, their joy and their reactions is absolutely epic! As we approach placing Space Toads Mayhem on Steam Greenlight, we'll certainly continue presenting the game on events like that" he continues.

The complete game, coming to PC and Mac in 2017, will offer a single player campaign as well two arcade modes: survival and hardcore - the latter shall prove challenging even to seasoned coin-op veterans. More information and regular updates can be found on the game's website and social media. Media are encouraged to contact Lukasz regarding interviews, features and demo requests via his Twitter or email.

Space Toads Mayhem:
<https://spacetoadsmayhem.com/>

Media Assets:
<https://spacetoadsmayhem.com/press.html>

Based in Solihull, United Kingdom, LimeVibe Games is a one-man game development studio formed by Lukasz Snopkiewicz. Always accompanied by his epic cat Crixus, Lukasz aims to deliver high quality retro-inspired entertainment for the discerning indie games connoisseur. All Material and Software (C) Copyright 2017 LimeVibe Games. All Rights Reserved. Apple, the Apple logo, OS X and Macintosh 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.

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