

Fleets of Heroes 2.0 released for iOS and Android Today

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Inner Hero LLC today announces Fleets of Heroes 2.0, an important update to its premier gaming title for iOS and Android devices. Join in the exploration of a rich and ruthless universe run by space mavericks and heroes, competing in an intergalactic free-for-all for valuable resources and equipment. Version 2.0 features new art & sfx, new game mechanics and defenses, as well as the new Survival Mode, which allows players to control units and defend their own base against waves of attackers.

Nashville, Tennessee - If you're a base building fanatic, you may already be familiar with the space-age, resource pirating, hero ship piloting game Fleets of Heroes. Think of some of the barbarian village builders you may have played, add some upgrade/resource complexity, put yourself in space, and you won't be too far off. After a relatively quiet release and slow-burning soft launch phase, Inner Hero LLC has officially released its anticipated v2.0 update, kicking Fleets of Heroes gameplay into high gear as of January 16, 2020.

In addition to an array of cosmetic upgrades and QoL improvements, version 2.0 of the game features the long awaited Survival Mode. Fleets of Heroes players will be able to pilot their hero ships, normally used for attacking the bases of story mode levels or other players, and use them to defend their own bases against squadrons of fighter ships coming to destroy them. Repel waves of enemies to earn rewards and prizes to upgrade your units!

"With most games not allowing the player to control any units throughout battle, we knew we had a special opportunity to create a completely different way to apply hero ship units in battle. When you consider the potential of how interactive and entertaining a mechanic like this can be, it's pretty unbelievable that we're the first to apply it to our game."

- Thibaut De Bock, CEO

Device Requirements:

- * iPhone, iPad, and iPod touch
- * Requires iOS 10.0 or later
- * 218.7 MB

Pricing and Availability:

Fleets of Heroes 2.0 is Free (With In-App Purchases) and available worldwide through the App Store in the Games category. There is also an Android version available on Google Play. For more information, please contact Thibaut De Bock. Check out the trailer and more info below.

Fleets of Heroes 2.0:

<http://www.innerherostudios.com/>

Download from the App Store:

<https://apps.apple.com/us/app/fleets-of-heroes/id1292135105>

Download from Google Play:

https://play.google.com/store/apps/details?id=com.InnerHero.FleetsofHeroes&hl=en_US

YouTube Video (Trailer):

https://www.youtube.com/watch?v=7VI_iWc-nQI

Screenshot:

<https://is1-ssl.mzstatic.com/image/thumb/Purple113/v4/ce/22/87/ce228727-b4eb-cc62-3283-a31230547f9a/mzl.akscdexq.png/643x0w.png>

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App Icon:

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Inner Hero LLC is an independent software development Studio based out of Nashville, TN. Thibaut De Bock, Kevin Gardner, and Evan Morgan met at the University of Tennessee in 2006. Throughout the course of their education and professional lives, they developed a set of complimentary skills which allowed them to create innovative and immersive video games. Joining forces with award winning graphic artist Igor Puskaric, and adding more talent to their team in 2018, Inner Hero LLC developed and released their premier title, Fleets of Heroes. All Material and Software (C) Copyright 2020 Inner Hero LLC. 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.

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Thibaut De Bock
Owner
615-293-6212

thibaut@innerherostudios.com

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