***‘FLAME OVER’* fact sheet (Steam / PS4 / PlayStation Vita):**

**TITLE:**

**Flame Over**

**GENRE:**

**‘PYROGUELIKE’**

**(Randomly generated Twin Stick “Squirt-em ‘up” with Roguelike elements)**

**FORMATS:**

**STEAM – Pre purchase from May 14th 2015. Released on May 28th 2015**

**PS4 – Coming Soon!**

**VITA – Out Now!**

**RELEASE DATE:**

**Steam – May 28th 2015**

**PS4 – June 2015**

**PRICE:**

**Steam: $11.99 / £8.99 / €11.99**

**PS4: TBA**

**Vita: $9.99 / £7.99 / €9.99**

**PLAYERS:**

**Offline: 1**

**Online: 1 (BEST SCORE / BEST TIME LEADERBOARDS)**

**GENERAL FACTOIDS:**

* Twin stick ‘squirt-em up’ where fire is the enemy.
* Roguelike features, including randomly generated levels and permadeath
* Put out all fires against the clock to advance to the next level
* Complete missions to unlock persistent upgrades between game sessions
* Super high-detail top-down 3D game environment
* 4 game zones: Office/Executive/Laboratory/Factory made from over 1300 hand built rooms
* 16 randomly generated levels per game session
* Online Leaderboards track ‘best score’ and ‘best time’ worldwide
* Created in Unity

**GAMEPLAY FEATURES:**

* Awesome fire system spreads and attacks dynamically
* Use your fire hose, extinguisher and water bombs to extinguish fires
* Use your trusty axe to smash down doors
* Avoid deadly walls of fire, backdrafts, fireballs, fire trails, gas leaks, explosions and other hazards
* Earn money for every fire extinguished and use to buy upgrades
* Rescue workers and cats to earn extra time and health
* Avoid Grim Reaper once time runs out. If he touches you, YOU DIE!!
* Retrieve last game’s cash and powerups, IF you can reach the level you last died.
* Highly replayable in terms of speed runs / high scores. Every game feels different!

**GAME ZONE FEATURES:**

* **‘Office’ zone hazards** –Walls of Fire, Backdrafts, Triple Fireballs, Splash-damage fireballs
* **‘Executive’ zone features** – As above, plus Carpet Fires, hose-blocking pillars
* **‘Laboratory’ zone features** – As above plus Gas Leaks, Flaming Grilles and Acid Spills
* **‘Factory’ zone features** – As above, plus Proximity Explosives and Bouncing Fireballs

**QUOTES:**

*“…one of my favorite games full stop. I seriously cannot stop playing it.”* – 10/10

**PS Nation**

*“…packs a ferocious difficulty level and a protagonist that makes Fireman Sam look like a weakling… one of the best games of 2015…”*

**Critical Indie Gamer**

*“Flame Over is a surprisingly deep and interesting game… easily one of the funnest Rogue Like titles in recent memory.”* – 94%

**GameOn Network**

*“Featuring tight controls, whimsical audio-visuals that belie a ruthless-but-fair set of game systems and a minute cost of entry, there remains little to say but get it while it’s hot.”* - 9/10

**Coffee Break Gaming**

*“I’m currently having a blast playing this game… I would absolutely recommend picking this game up.”* – 9/10

**Leviathyn**

*“Flame Over is a notoriously hard game, and will have you taking a few hours to fully understand how to work as efficiently as possible and even beat the first level – but that’s fun also.”* – 9/10

**ATG Reviews**

*“It can sit proudly with some of the best Roguelike games”* – 9/10

**Gamestyle**

*“Overall I heartily recommend it, because it’s just so much fun to play. Over and over.”* – 9/10

**One Large Prawn**

*“Impressive… worth your time and cash”* – 8/10

**Destructoid**

**FOR MORE INFORMATION CONTACT:**

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