ROBOT TSUNAMI

Robot Tsunami (iOS) – Released: 13th May 2014 ($4.99 US)

Robot Tsunami is an insane, fast paced and unique arcade style twin stick shooter, tower defense & shoot 'em up game all in one. Blast your way through a tsunami of intelligent & well armed robots whilst deploying attack turrets and creating dynamic barrier defenses to stay alive; all against the clock. Robot Tsunami is a hard core arcade blast-fest that is guaranteed to test your reflexes.

Click here for launch trailer, videos & screenshots

Features:

- Robot Tsunami DOES NOT offer ANY FORM of in-app purchase or advertising!
- Fully leverages the technology of Epic Games Unreal Development Kit
- Compete in 6 arena based campaigns each with 80 customized waves of battle
- Take-on 30 special challenges with custom battle rules
- Campaigns & challenges get progressively faster, larger and more intense
- Face-off against hordes of 12 different classes of rampaging robots; each with their own intelligence, fighting style, behaviors and weapons
- Deploy 7 types of weapon turret, plus decoys, laser fences, laser walls & teleporters
- 6 dual firing mode weapons to lay waste to the enemy
- 17 blistering music tracks
- Fantastic value for money with over 40 hours of game-play

In-game languages	English, French, Italian, German, Spanish
Recommended hardware	iPhone 4S, iPhone 5, iPhone 5S & 5C, iPad 2, iPad 3, iPad 4, iPad Air, iPad Mini & iPad Mini Retina
Unsuitable hardware	iPod Touch, iPhone 3GS, iPhone 4 & iPad

Click here for the Ground Up Games website

Click here for the Robot Tsunami press pack

Click here for Robot Tsunami on the App Store (US)

Ground Up Games

Quick Tips for Getting Started with the Game:

- Watch the edges of the screen for the green radar indicators. They show the position of pickups which are essential in progressing through the game. Red indicators indicate robot positions.
- A pickup location always provides the same type of pickup: E.g. weapons.
- Pickup locations display a countdown of the number of seconds until the pickup is available. You will hear an audio cue when a new pickup is available.
- A new weapon pickup is available every 30s, a new turret every 40s, etc.
- Keep moving and shooting. Use secondary fire modes, collect & deploy turrets constantly. This will be essential once you progress past the 'beginner' waves.

Developer Information

Robot Tsunami is the first title from indie developer Ground Up Games. The company was formed by industry veteran William Docherty & epitomizes the term 'Indie Developer' in the truest sense as a **one-man outfit** working with world class technology and content providers to produce outstanding products. The company is located just outside Brisbane, in sunny Queensland, Australia.

William has been working professionally in the games industry for 20 years on a wide variety of hardware platforms and has been creatively involved in the design of over 30 commercial games spanning several diverse genres. Prior to founding Ground Up Games, William was notably Technical Director for THQ Studio Australia, Studio Manager and Technical Director for Firebrand Games and DC Studios, Engine Development Manager for Visual Science, Studio Director and Chief Program Manager at Steel Monkeys and a programmer at VIS Entertainment.

Screenshots & Videos

If you wish to take your own screenshots & videos , please note that you can disable the rendering of on-screen joystick controls in the game options from the main menu.

Press Pack

A handy press pack zip file is available from the company website; contents:

- Sample iPad Air & iPhone 5 screenshots
- Robot Tsunami app icons and banner artwork
- Ground Up Games company logo

Contact Information

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