MERRY F***ING CHRISTMAS FROM BEYOND FLESH AND BLOOD!

Friday 19 December, 2014

- *Indie shooter game 'Beyond Flesh and Blood' allows gamers to wield street-sign sized candy canes and escape giant killer snowballs*
- *Described as 'gory', mixing the horror and sci-fi game genres*

MANCHESTER, 2281: The world's first completely Manchester-set game Beyond Flesh and Blood will release a Christmas version of its game demo.

WITH EXPLOSIVE CHRISTMAS PRESENTS and cheerful little Santa hats placed on the hulking MK 1 mech androids – Pixelbomb Games presents you with the ability enjoy the splendor of a traditional Christmas – with an edgy, gory, sci-fi and very Mancunian twist.

Demo version 0.0XMAS – a pre-alpha demo – is available from http://beyond-xmas.net and from the Beyond Fleshand Blood IndieDB page, http://www.indiedb.com/games/beyond-flesh-and-blood/downloads.

Christmas themed game videos will be available on http://beyond-xmas.net **from Saturday 20th December** and on YouTube in **'5 Days of Fleshmas'.**

Here at Pixelbomb Games, we have as much Christmas spirit as the 'next' person – but sometimes, the urge to ground pound your enemies at this time of year is too strong to ignore.

The co-lead developers have varying views on this demo.

BREAK THE DEMO

Freeze it! Break it! Stretch graphics that should not be stretched! Pixelbomb Games are looking to gain pre-alpha demo feedback from gamers.

Especially if they can break it, and find the bugs. The team at Pixelbomb Games are looking to do a full launch on Steam with console announcements expected in Q4 2015.

Once again, we cannot say thank you enough to all our supporters... so we thought we'd give something back.

Merry Christmas from Pixelbomb Games!

ABOUT

Beyond Flesh and Blood
A graphically-intense nod to the 3rd person shooter genre, ***Beyond Flesh and Blood*** challenges players to blast through multiple levels of hostile scavenger forces and mutating enemy threats on a mission to help reclaim the surface of Earth – starting with dystopian Manchester.

Players jack into advanced multi-ability combat rigs, battle a range of formidable enemies and mech weapon systems across the post-apocalyptic UK city in fast-paced gameplay that will push shooter skills to the limit.

Beyond Flesh and Blood will release on PC through Steam, and the studio aims to release on XBOX One and Playstation 4 in Q3 2015.

Assets
All press images and videos can be found here:
https://onedrive.live.com/redir?resid=2E43686A9CFDCA8D!108

Company Background
Pixelbomb Games is an independent collective of interactive entertainment developers, established in 2011. The boutique Manchester studio comprises an exciting team of young, talented developers – some

Media:







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of whom are fresh out of local Universities working on their first title.

Team leads, Philip Muwanga and Lee Blacklock, have worked in the industry for over 10 years in testing, full design and coding, helping develop various household titles from Indie to AAA.

The studios debut title ***BEYOND FLESH AND BLOOD*** is set for release Q3 2015 on PC, with XBOX One and Playstation 4 releases planned thereafter.

For more information, visit: www.beyondfleshandbloodgame.com

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References

Pre-sale: http://beyondfleshandbloodgame.com/?page_id=462

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Additional Assets:
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