**Teslapunk Press Info**

Teslapunk is a classic 2D shoot-em-up with fast-paced arcade gameplay. Defend earth against Emperor Zangórax, popular Martian DJ by night, frantic and merciless invader by day.

Arcade mode has 6 different levels, each one uniquely designed and featuring a Martian TV channel telling little anecdotes from Zangórax's life.

Survival mode is more casual with the possibility to level up the ship and buy helpful items.

33 missions are waiting to be accomplished by a skillful player.

Teslapunk has been released by klutzGames on XboxOne on October 7th 2015 and on Wii U in North America on December 8th 2016 and in Europe/Australia on December 15th 2016. It will also be released soon in Japan on Wii U by Cosen.

Additional Info

Webpage: <http://www.teslapunk-game.com>

Designer's Statement:

To create a unique 'teslapunk' universe all the enemies and backgrounds of the game were done by collaging vintage photos and illustrations from old books. The books were often about technical novelties and advances in the electrification of the early 20th century featuring industrial photographs of transformers, turbines and other monstrous machinery of that period. One level is even exclusively designed from old blueprints of this kind of machinery.

The Music of Teslapunk:

Each level has its own distinct sound reflecting the unique mood of the design. While placing a high emphasis on melodic and catchy game tunes the music style is very eclectic, touching on many different genres as drum'n'bass, speed metal, dubstep, 80s nostalgia, techno and acid house. Each music track creates a dramatic arc together with the level design so it almost feels cinematic to play though each level.

Martian TV:

During arcade mode a futuristic Martian TV set is visible at the right side of the screen. It tells the story of the invasion and gives some funny and absurd details about the personality of Emperor Zangórax. Also all the Bosses are introduced on Martian TV where they talk to or insult the player.

33 Missions to Activate the Death-Ray:

During arcade mode there are three missions active that can be accomplished during playing. Those missions mostly touch on player skills. After each game all the accomplished missions will be replaced by new ones. In the machine room the player receives one part for each accomplished mission. Each piece helps to complete one bigger machine needed to activate the Death-Ray.

**About klutzGames**

klutzGames, an independent video game studio based in Berlin, Germany, was formed in 2011 by Timo Fleisch for the purpose of creating fun and unique cross platform games. While first developing games for mobile platforms it switched focus to console games with Teslapunk being the first console release.

If you would like further information on Teslapunk or klutzGames please contact:

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