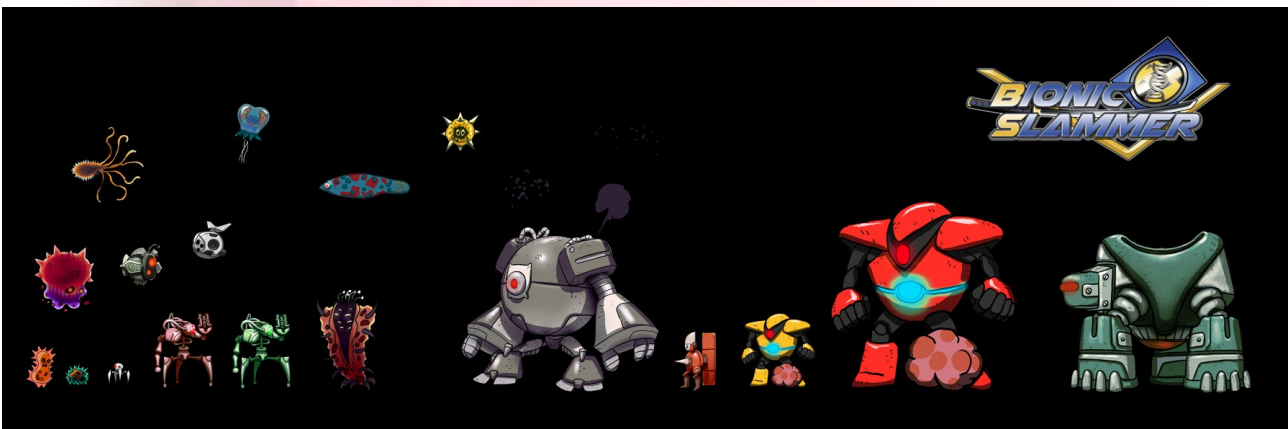


Bionic Slammer

Press kit v1.0 (reveal January 2023)

1. About the game:

- Date of release: 1st quarter of 2024
- Price: To be decided
- Supported platforms: Windows. Others: To be decided, but potentially yes
- Contact info: simon.mesnard@gmail.com
- Socials: https://twitter.com/team_icehouse
- Website: <https://www.bionicslammer.com> and <https://www.team-icehouse.com>



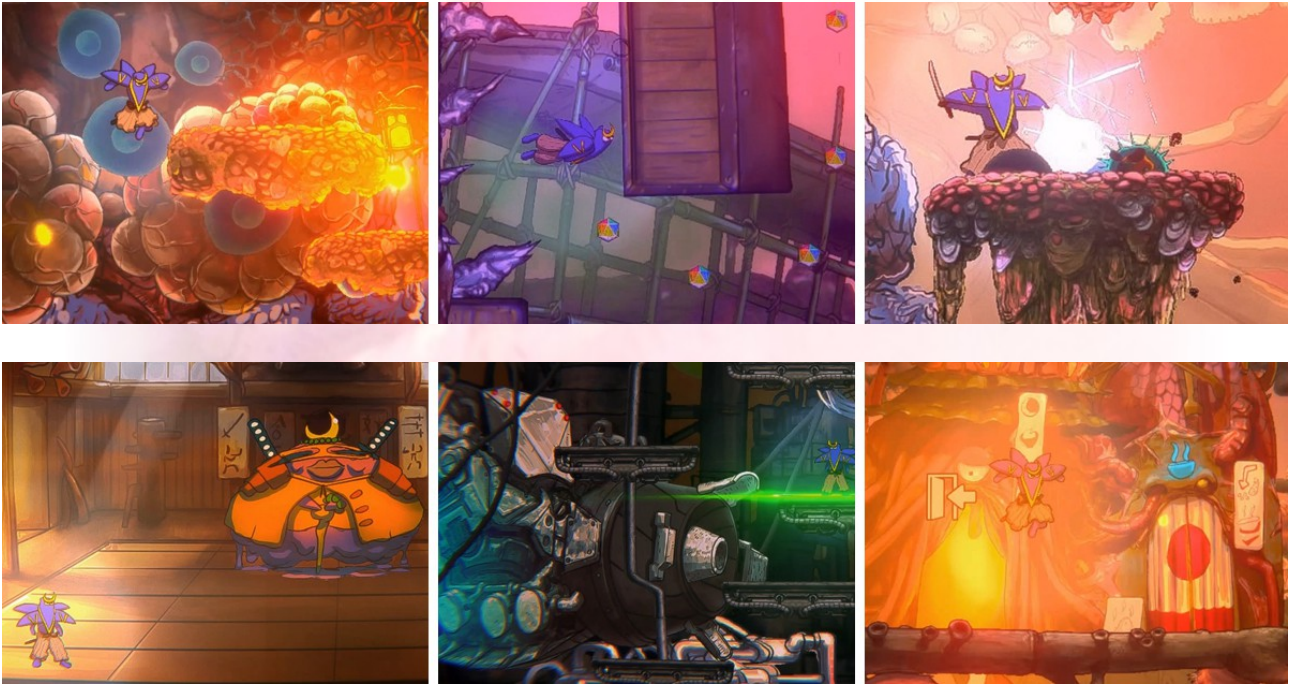
2. Description

Bionic Slammer is a metroidvania in development since January 2021. It is inspired by the best platformer and metroidvania games of the 90s, designed by and for fans of the Metroid and Castlevania series. It is also similar to such games such as Megaman ZX, Shantae And The Pirate's Curse, Monster Boy And The Cursed Kingdom. With its hand-drawn HD graphics, Bionic Slammer is on a par with some of today's most ambitious games, has its own style, and with its numerous challenges will appeal to younger players as well as more demanding gamers. The game comes with its own personality and a unique world built with love.

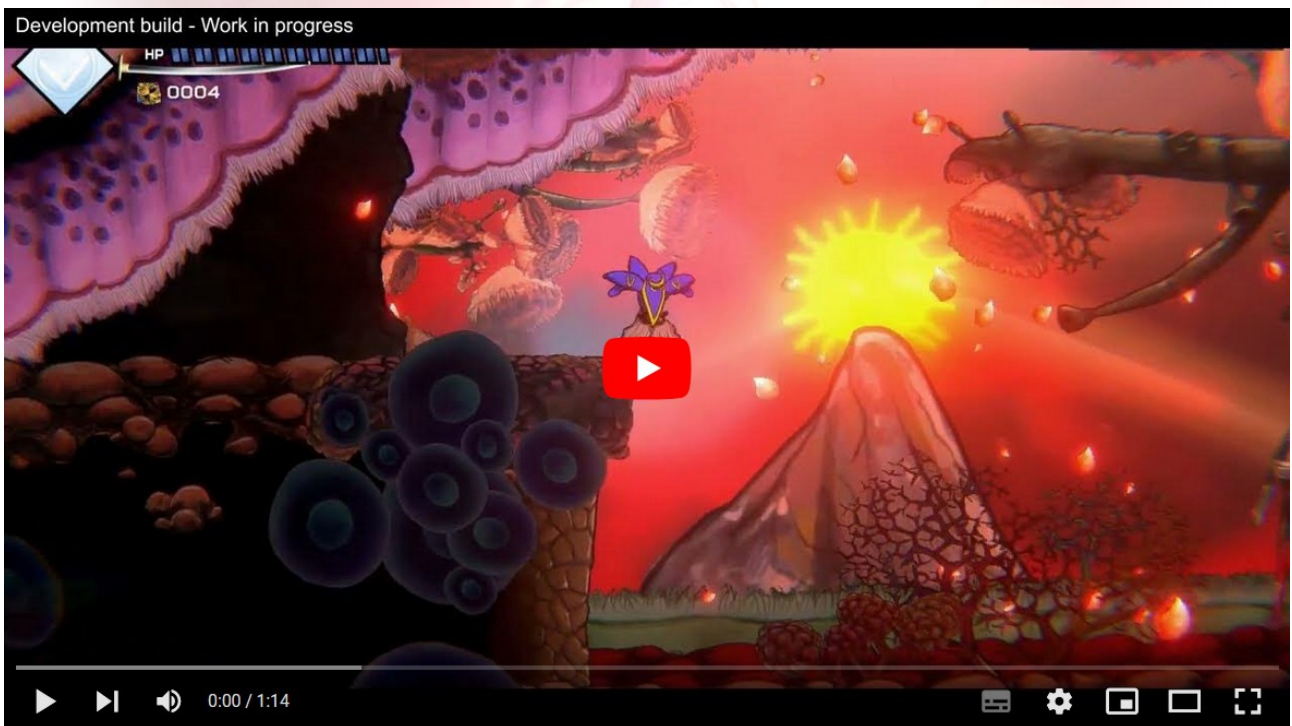
Our metroidvania game should be seen as a 2D side-scrolling platformer containing both action and RPG elements, where the player travels through a rich world. We wanted Bionic Slammer to focus on adventure and exploration instead of being a frantic experience: the katana is not drawn as quickly as the usual weapons in games of this genre. The player will have to learn how to manage the latency imposed when the weapon is sheathed. Of course, the more the hero progresses in the game, the more effective he will become!

Humanity is in peril, and a test subject has been artificially modified in a laboratory. After the failure following the injection of nanobots into its body, you are its last hope as it struggles to survive. You play as V, a modified form of microbial life, that has been injected into and is now trapped within the bionic Body, you have no clue about your role here. You just decide to move forward and visit 8 vital body parts. Travel through 120+ rooms and defeat various enemies in an attempt to restore the balance necessary for the Body to heal. During your journey you will be able to talk to various NPCs and try to give support to the immune system.

3. Screenshots (See documents provided for full size)



4. Video



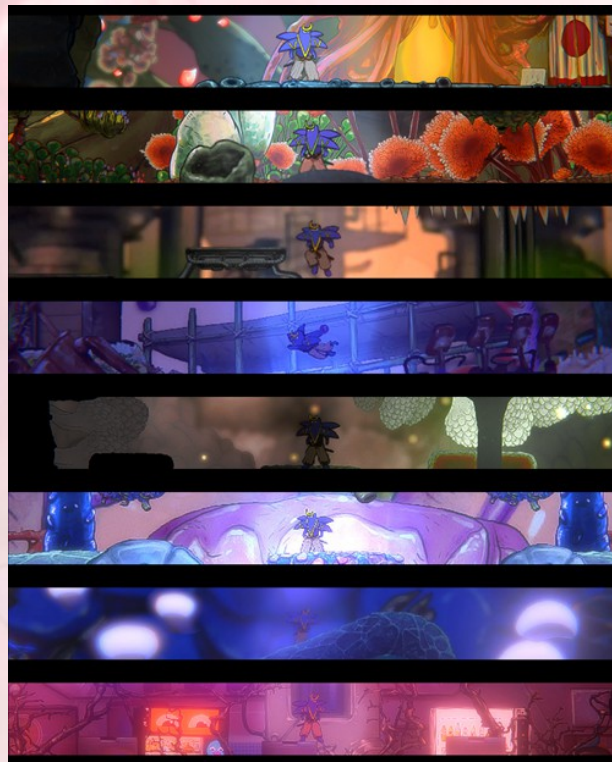
Click image to view Trailer on Youtube, or follow link: <https://youtu.be/Wl-7LiUNVyU>

5. Company bio

Bionic Slammer is brought to you by Team-Icehouse, a small team of 3 passionate veteran indie creators, all of whom have been working for the past 10 years on games such as [ASA: A Space Adventure](#), [Dino Rush](#), [Boïnihi The K'i Codex](#), or [Chilie](#).

The game and the current Icehouse-Team were born from our discussions within a collective of independent creators called The Icehouse, to which we all belong.

You can visit the website of The Icehouse indie creators collective - a distinct entity from Team-Icehouse - here: <http://www.theicehouse.fr/>



6. Logo (See documents provided for full size)



7. Artwork (See documents provided for full size)



8. Music

The original soundtrack of Bionic Slammer is composed by Yazorius. We will provide samples from the game in the future.

You can listen to the previous work of Yazorius on bandcamp: <https://yazorius.bandcamp.com/>

9. Credits

Bionic Slammer is a game imagined, produced and directed by Yves & Simon Mesnard (two brothers based in France), and currently in development by Team-Icehouse.

Team-Icehouse is a small team gathering together creators and developers who united their skills in order to bring to life video games that reflect their style.

The team:

- Simon Mesnard

Solo developer of adventure games since 2010 under the name Simon Says: Play!

Creator of [The Black Cube series](#) (ASA: A Space Adventure, Catyph, Myha, Boinihi...)

<https://www.simonmesnard.fr/>

- Yves Mesnard

Game Artist since 2008

Worked on Alone in the Dark (Hydravision), Test Drive Unlimited (Eden Games), Dino Rush (Nemoid)...

Solo developer under the name Beckoning Cat on the game Chilie: The First Encounter

<https://yvesmesnard.weebly.com/>

- Yazorius

Music composer. Have already written music for :

videogames

video presentations

short films

classical music concerts

<https://soundcloud.com/yazorius/> <https://yazorius.bandcamp.com/>

- Occasional help:

Riwal Pacquentin (programming), Edu Garcia (remote working), The Icehouse collective members (proofreading, ideas, testing...)

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