GUNNIHILATION

noun

[guh-NYE-uh-LAY-shun]

1. Complete destruction or obliteration
2. Absurd 16-bit ultraviolence
3. Hard to pun

Gunnihilation on Steam

Factsheet

Developers: Robo Pixel Games Ltd

Based in Middlesbrough, North East, UK

Genre: Bullet-hell action platformer

Platforms: PC

Release date: 14th September 2016

Price: £10.99 / $15.00

Website

Robopixelgames.co.uk

Social media

Twitter

Facebook

Instagram

Email

(PR): Rob Skene

(MD) Elliott Oldham

Trailer

Youtube - Early Access Trailer

Steam store page

Gunnihilation

Game description

Ultraviolent bullet-hell platformer Gunnihilation is dual-stick 16-bit mayhem that fuses several forms of 2D shoot'em up, from run and gun classics like Contra and Metal Slug, to the arena based slaughter of Smash TV. The side-scrolling action gameplay and screen-filling bosses can be tackled alone or with up to 4 players in local co-op.

Jump, shoot, dodge, explode, hammer, shoot, explode, crush and explode your way across teeming jungles, devastated cityscapes, evil labs, stinking sewers, rickety elevators and silent train yards against hundreds of enemies per level.

Company history

Robo Pixel Games was founded by accident in late 2013, when Teesside university games art graduates Jonathan Clarke and Elliott Oldham were freelancing in the same shared office space. Lead designer Andrew Burnet joined the team with a project he had been working on, a 16-bit Flash-based platform shooter that he had built from scratch called Run 'N' Gun.

Positive feedback from players at local events encouraged the team to continue developing the game, but it had become apparent that the game outgrew what could be done in Flash. The final Flash build was released on Newgrounds in September 2014 and Robo Pixel Games began to rebuild the game from the ground up in the Unity engine as a desktop PC title

Over the course of 2015 the game was showcased at EGX and Develop, and with the help of UKIE Gunnihilation was taken to Gamescom 2015, where it went on to win "UK Game of the Show". After struggling with publishers in early 2016, the team decided to take the plunge and self-publish through the Steam store. In June 2016, the game was put up on Steam Greenlight, with a contingency plan of taking it down if there was no results after a month. It sailed through in five days, with a 65% positive rating, and Gunnihilation went into Early Access on September 14th 2016.

Currently Robo Pixel Games are working on finishing the game with a Q1 2017 deadline for the final release. There are major feature updates planned for every month for Early Access backers - with new guns and an extra level in October, and the built-in level editor coming in November.

Press and awards

- *"UK Game of the Show 2015" - Green man gaming - Gamescom 2015*
- *BBC Newsbeat - Gamescom presence and running RPG*
- *The Journal - Rivers Capital Funded*
- *'Gunning for gold' - Develop Magazine issue #164 (September 2015)*
- *Creative North - featured on TV*

Screenshots and logos

- Screenshots .zip (Google Drive link)
- Gunnihilation and Robo Pixel Games logos .zip (Google Drive link)