

Issued By:

Indie Developer Consulting

Representing:

GlitchSoft

PRESS ANNOUNCEMENT

JANUARY 2012

www.indiedeveloperconsulting.com

press@indiedeveloperconsulting.com

**GlitchSoft Debuts Weapons Arsenal For Upcoming
iOS Action-Shooter, 'Star Marine: Infinite Ammo'**

Get Ready To Lock & Load, Soldier!

With the release of their newest side-scrolling Run n' Gun action title, 'Star Marine: Infinite Ammo' just around the corner on January 12th, developer GlitchSoft has leaked additional details on the game's wicked roster of weaponry!

If classic Run n' Gun genre fans choose to envision a weapon that best suits their own personal taste, chances are it has been included in this adrenaline packed action-shooter! 'Star Marine: Infinite Ammo' boasts 7 powerful weapons, each with their own strengths and best use scenarios. Each weapon can be unlocked through play, and features a set of upgradable spec's to match the player's progression through the game.

The following includes an appetizer of the awesome weaponry that will be available in 'Star Marine: Infinite Ammo' when it releases into the App Store later this week!

Assault Rifle:

Arc's Ol' Faithful! The Assault rifle is standard issue rapid-fire fully automatic that releases a fury of high velocity rounds. The rifle does not sustain damage, and it boasts an unlimited supply of ammunition. Like a trusted friend, it is always there to back you up!

The Reaper:

The reaper, aka 'Johnny Quick Death' is a plasma propelled rocket launcher with optional upgradable seeking ammunitions. Once upgraded, the reaper can be used to deploy multiple simultaneous rockets for maximum devastation. Pull the trigger and forget about it!

The Decimator HD:

HD is for Heavy Damage. The decimator is a very tactile, high explosive grenade launcher that can be of real service when you're in a tight spot, under enemy fire, or up against heavily armored enemies. Short ranged, but extremely powerful, the Decimator delivers the highest amount of impact damage within Arc's weapons arsenal.

Issued By:

Indie Developer Consulting

Representing:

GlitchSoft

PRESS ANNOUNCEMENT**JANUARY 2012**

www.indiedeveloperconsulting.com

press@indiedeveloperconsulting.com

The Crippler:

Apply named for its ability to quickly debilitate an onslaught of enemies, the Crippler is a devastating spread-fire shotgun that packs a real punch. On the move or in a standoff against multiple attackers, the Crippler can dispatch enemies quickly and efficiently.

The XF Combustor:

An intense heat flamethrower, the XF Combustor boasts considerable stopping power against organic enemies and offers supreme protection from airborne attackers! With upgradable range and incineration power, the XF levels the playing field against the most menacing of adversaries!

Storm Cannon:

The weapon of the times! The Storm Cannon is an advanced lightening chain-gun capable of simultaneously targeting several enemies with a single pull of the trigger. Complete with an automatic target lock, the Storm Cannon identifies and electrifies all enemies within range of conduction!

Ion Torch:

Producing a focused blast of charged ION's, the Ion Torch halts the hardest of enemies and rapidly cuts them down to size. Although the torch is limited in range, it is equally effective on both Organic, Robotic, and Hybrid enemy types

Journalists interested in developer interviews, *exclusive advance review code* or additional assets should contact Indie Developer Consulting by sending an email to

press@indiedeveloperconsulting.com. Members of the press are also encouraged to visit the

following list of links for further information on other games by the developer.

HotLinks:

| | |
|-------------------|--|
| Developer Website | www.glitchsoft.com |
| Facebook | www.facebook.com/starmarinegame |
| Twitter | www.twitter.com/glitchsoft |
| YouTube | www.youtube.com/watch?v=c1iHmkyIha0 |