

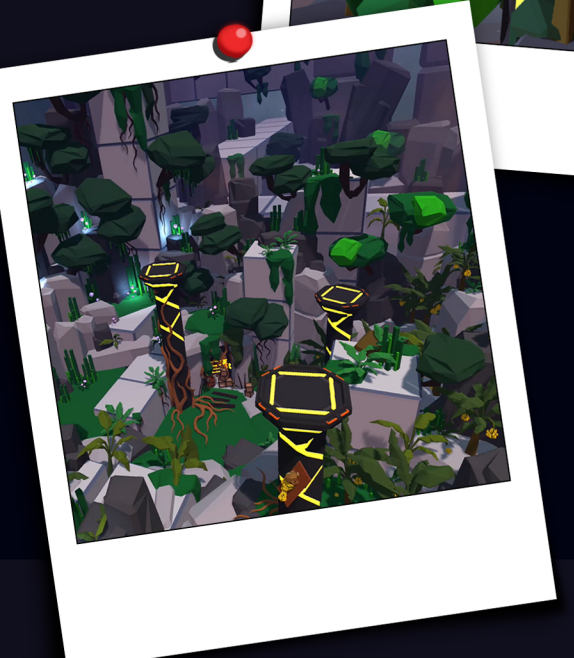
GAME DESIGN INSPIRED BY CLASSIC ARCADE GAMES AND SET UP AS A PARTY GAME WITH THE RETRO-LIKE ART STYLE, IMPLEMENTED IN VIRTUAL REALITY AND ENRICHED BY AN INNOVATIVE AUDIO ENGINE.

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Banana Invaders is a fast-paced VR shooter, based around the idea of player trying to survive for as long as possible under a constant onslaught of projectiles flying towards them. In the game you are trapped by a group of mischievous monkeys which decided to have some fun at your expense. They fly around, throwing bananas at you, while you have to protect yourself using only what you have at your disposal: a pistol, a crossbow and the ability the teleport between the platforms that are scattered around the playing field.

- Innovative >track by hearing< system
- Ambidextrous shooting mode
- Mix of cartoon and comic book art style
- Ideal for get-togethers and parties
- Fun and friendly competition
- Proper reliever from daily duties







DEVELOPER:
Techmo Studios; Based in Krakow, Poland

RELEASE DATE:
August 1st, 2019 (Oculus Store: Oculus Rift/Rift S)
August 21st, 2019 (Viveport: HTC Vive)
September 5th, 2019 (Steam Store: HTC Vive, Oculus Rift/Rift S)

TWITTER.COM/BANANAINVADERS
FACEBOOK.COM/BANANA-INVADERS

PRESS/BUSINESS CONTACT:
bananainvaders@techmo.pl
hubert.onisk@techmo.pl



PLATFORM: PC (Virtual Reality)

REGULAR PRICE: USD 4.99

AVAILABILITY: Digital Download

LANGUAGES: English

REQUIREMENTS:
Intel i5-4590 (equivalent or better),
Nvidia GTX 970 (equivalent or better),
4GB of memory,
500MB of disc space.

HISTORY DEVELOPER:
Techmo is technology startup from Krakow in a field of voice and sound processing. Form more please visit our website: www.techmo.pl

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BANANA INVADERS CREDITS

LEAD ENGINEER: Rafał Zagórski
LEAD DESIGNER: Jan Jasiński
LEAD ARTIST: Wioleta Wach
GAME DIRECTOR: Piotr Stankiewicz
CEO: Bartosz Ziółko

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