

Space Racer

from Frog The Door Games

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Description:

It's retro racing evolved! Go head to head against the computer or race two player split-screen with a friend in this top-down 2-D racer inspired by classics like Spy Hunter and F-Zero. With twelve tracks to choose from and four unique ships to race, each match is a best of three fight to determine who'll come out on top.

The races are as simple as "get from the start to finish" but it won't be so easy! Along the way you'll find black holes, space bombs and asteroids, not to mention the other ship, all out to get you. But you'll have help from speed boosts and collectable points that add to a gradually increasing turbo meter. When full, it can be used for that extra push you just might need to win.

The ships also have their own unique attributes, such as weight, acceleration, defense, and more that allow them to handle differently. This allows each person who plays the ability to choose their ideal space craft. Need to turn better? Choose the green ship as it weights the least and can overcome momentum easier. Keep crashing and burning? Pick the yellow ship with the highest defense, allowing it to give and take brutal damage while barely getting a dent.

Just because the race is retro doesn't mean it needs to look bad though! Space Racer runs in 720p HD with amazing neon artwork and dazzling particle effects! A feast for the eyes as well as ears with an original sound track that brings to mind some of those great 90s arcade tunes. Pick this one up on the Xbox Live Indie games channel for only 80 points, crack a beer and challenge your friends to some intense retro racing!

Trailer:

<http://www.youtube.com/watch?v=6ttYg3DUHS0>

About Frog The Door Games:

Frog The Door Games is an independent game studio based in New Jersey and created by solo developer Matthew Biglan. My projects are usually done in a retro style and always from a "gameplay first" mentality. In a forward moving industry, many publishers forget to make games for someone like me who enjoys platformers, action, adventure and challenge. Frog The Door Games was born out of the frustration from the tendency for a lot of current games to ignore simplicity and the "easy to learn, difficult to master" mantra that was prevalent during the golden age of gaming. I strive to make games that are as fun as I remember and choose to leave out the parts that weren't so fun, while adding my own unique twists and originality. My games are published to the Xbox Live Indie Games service on Xbox360 and I am currently exploring development on Windows Phone 7 and Microsoft Silverlight for web browsers.

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