



BIG BLACK BLOCK

G A M E S T U D I O

Press Release

Brick by brick

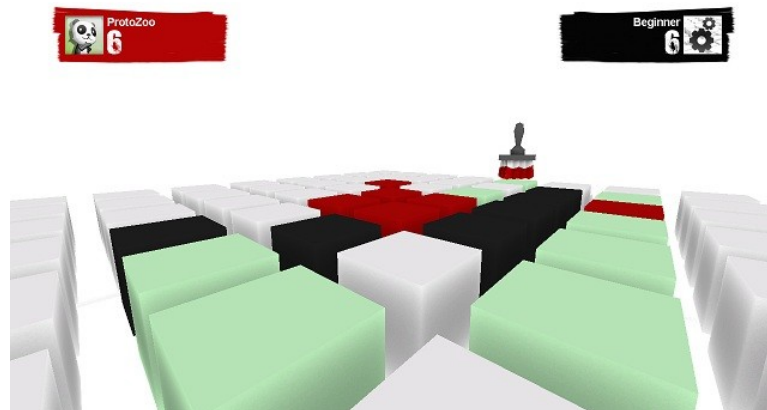
BigBlackBlock releases Brixx on 01-04-2010

Oberhausen, Germany – 01-04-2010

Brixx is a fast strategic game where you always have to be on brixx ahead. Brixx has been released for PC and XBOX Live Indie Games Marketplace on 01-04-2010.

The game is based on a traditional board game in a stylish avant-garde outfit. The player has to conquer a 8x8 board by placing colored brixx to weaken the opponents positions. Three different levels of difficulty are offering an easy access to the game even without any prior knowledge of the game. The higher the level, the more strategic skills are necessary to wrap the game up and beat the artificial intelligence. On XBOX 360 the local multiplayer mode offers a player vs. player match.

BigBlackBlock is a young game studio established 2005 in Oberhausen/Germany by Marc André Ueberall. The company is developing games for Windows based PCs and XBOX 360 using the XNA Framework based inhouse game engine Elder.Core. The modularity of the game engine offers the possibility to fit any needs just by passing modules like Elder.AI, Elder.Physic or the latest Elder.Race.



Presskits are available at: www.bigblackblock.com

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