

# Launch of Beta Test for Physics Arcade Shooter **STINGOUT**

**screendepartment** is looking for testers for iOS universal app

Engineer Morris Brigman awakes in the wreck of a huge colonial ship, being the sole survivor. A crash landing on an alien planet killed the rest of the crew. But Morris Brigman is far from safe himself: A swirling, shapeless mass apparently has taken control over the wreck's security systems and is about to annihilate him. Brigman's only chance: Together with the maintenance robot M.A.N.T.I.S 7, he has to fight his way out. Room after room. Section after section. Against an intangible enemy ...

In **STINGOUT** you slip into the role of Morris Brigman and control a rail-mounted gun. With an extensive arsenal of weapons you'll fight the shapeless, viscous mass that is spreading slowly throughout the ship. If you touch the mass during the firefight, electric shocks will damage your gun. By picking up extra items, however, you can make your gun sturdier, faster and deadlier. But be careful: If you pick up the wrong items, you'll weaken your gun or strengthen the enemy.

Without doubt, the air is heavy with bullets in **STINGOUT**. Yet, aimless sustained fire will make Morris Brigman lose the fight for the ship anyway. Good use and positioning of the gun are just as important as clever item management. And don't forget to keep an eye on the time, which is constantly running against the last survivor...

The universal app **STINGOUT** supports iOS Game Center and offers several scoreboards as well as a multitude of achievements. Beta tests for the game are starting now. Interested gamers can apply right away at [contact@stingout.com](mailto:contact@stingout.com) to be the first to check out the fast-paced and diversified gameplay.

## **The features :**

- playable on iPad and iPhone as universal app
- Retina Display support for iPad and iPhone
- iPhone5 support
- entertaining gameplay – easy to learn, difficult to master
- comfortable and easy handling via touchpads
- extensive arsenal of weapons
- statistical evaluation of each level
- detailed game graphics
- over 150 elaborately produced sound effects
- comic prolog included
- cinematic soundtrack (will be released as an album as well)
- Game Center integration with numerous achievements and scoreboards
- multilingual

**The press kit with screenshots & artwork:**

[www.stingout.com/press/STINGOUT\\_PressKit.zip](http://www.stingout.com/press/STINGOUT_PressKit.zip)

**The official trailer of the game:**

<https://www.youtube.com/watch?v=5PsW3uUEYlg>

**All game news at a glance:**

<http://www.facebook.com/stingout.game>

**Do you have any questions concerning this press release, or do you require material for reviews, screenshots or artwork? Just e-mail or call us.**

**Press contact:**

Christian Hoppe

screendepartment GbR

Phone: +49 (0)5258 974498-0

E-Mail: [contact@stingout.com](mailto:contact@stingout.com)

**About screendepartment:**

**screendepartment GbR** is a Germany-based provider for 3D design, HTML5 applications, video & website productions, graphic design and print media. The company was founded in 2003 and established a considerable client base. By now, **screendepartment GbR** has specialized in orders from wholesalers and the small firm sector and supports its clients mostly with interactive presentation media for sales and distribution. This is done in the form of virtual tours of the production process, installations based on 3D visualizations, image films or product films.