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DEMIURGE STUDIOS ANNOUNCES “SHOOT MANY ROBOTS” FOR 2011

Explosive New Teaser Trailer Offers a First Taste of the Downloadable Action

Cambridge, MA – October 14th, 2010 – Demiurge Studios, an independent video game development house located in Cambridge, Massachusetts, today officially announced *Shoot Many Robots*, their first wholly-owned original project which is planned for digital release on gaming consoles in 2011. The team has also unveiled the first teaser trailer for the game which gives viewers a look at the twisted aftermath of the robot-eviscerating arcade-action that will be hitting next year.

The live-action teaser trailer can be seen on Demiurge’s newly launched website for the game, www.ShootManyRobots.com.

“We’ve worked on a ton of amazing projects over the last few years, but we knew it was finally time to bring our own original creation to life,” said Albert Reed, co-founder and studio director at Demiurge Studios. “Our team is proud to be pouring every ounce of sweat, smoke, shrapnel, chainsaw grease and raw manpower we have into this project. Get ready – robots are the new zombies, and we can’t wait to show you why. For now, you’ll just have to eke what you can from the teaser!”

Launching next year, *Shoot Many Robots* will deliver an onslaught of innovative cross-genre action that will have multiple players working together to fight through an intense and chaotic robot uprising.

Demiurge Studios stands as one of the largest independent game developers in the Boston area, diligently continuing to work with several top-tier partners on multiple unannounced titles, as

well as on their own franchises. The studio's credits include some of the most well-known titles within the industry, working with such stalwarts as Bioware, Epic Games, Gearbox Software, and Harmonix by lending their expertise in AAA franchises like *Borderlands*, *Brothers in Arms*, *Mass Effect*, and *Rock Band*.

For more information on Demiurge Studios, please visit www.demiurgestudios.com.

Also be sure to follow *Shoot Many Robots* on [Facebook](#) and [Twitter](#).

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About Demiurge Studios:

Founded in 2002, Demiurge is one of the leading independent studios within Boston's thriving video game development community, making a name for itself as a straight-forward, service-oriented production house built upon an amazing breadth of creative talent. The studio has been retained by industry leaders like Electronic Arts, Epic Games, Gearbox Software, Irrational Games, THQ and more to help deliver over twenty titles for the PC and every major console since the studio was founded in 2002. Demiurge's first original IP, *Shoot Many Robots*, is planned for digital download in 2011. For more information please visit www.demiurgestudios.com