# MUSCLES & BULLETS

An evil dictator has transformed a peaceful tropical island into a nest of mercenaries and terrorists, and now he's enslaving the local population. Intel from our recon base indicates the presence of prohibited chemical and nuclear weapons within enemy territory. The dictator's political allies are preventing international military action, so this mission has been entrusted to a secret agent named "Bazooka" Kurt and his partner. Their objective is to eliminate the threat by any means necessary - even if it means razing the entire island to the ground.

## Muscles And Bullets

- is an addictive, dynamic, bloody, insane action game with totally destructible levels!

* Thousands of empty shell casings and tons of animated objects in the environment!
* A richly detailed world where every object is destructible - even the ground!
* Dynamic action, wild enemies, explosions, carnage, and gallons of blood - guaranteed!
* A system of balance-altering power-ups and challenges!
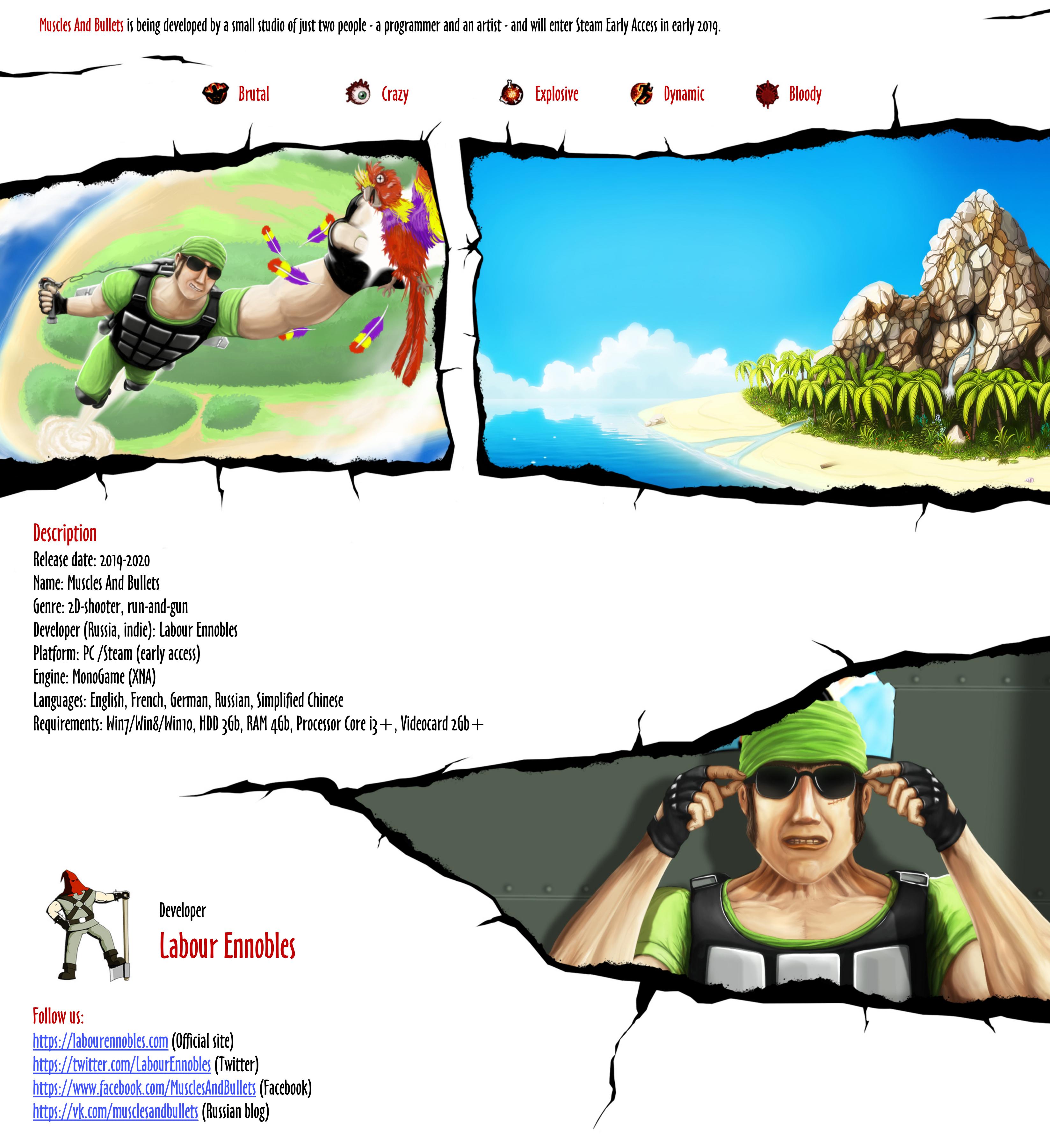* Weapons that transform the terrain!

## Features

The action of the game unfolds on a large tropical island. This island nation is oppressed under the control of an evil dictator and calling for help. The full version features eight different, richly detailed levels, including: a jungle, a rainforest at night, a desert, a concrete bunker, an underground cavern, mine shafts, and even a castle! Muscle and Bullets is a 2D "run-and-gun" platformer featuring fully destructible environments. Everything in the game, including enemies and the ground, can be completely annihilated. In addition to the core gameplay, which is focused on destructibility, carnage, and speed, Muscles and Bullets has interesting mechanics - special weapons and power-ups that grant various temporary effects with varying degrees of usefulness, such as: invulnerability, triple jump, speed boost, armor-piercing bullets, firing without reloading, and much more. A system of speed- and skill-based challenges will be added with randomized rewards in the form of temporary or ammo-limited super-weapons such as a cactus-thrower, a lightning gun, a drill gun, and more. We're also planning to introduce melee attacks and kill combos that will allow the player to accumulate rage points. Once you've accumulated enough rage points, your character will temporarily enter "rage mode" which increases your health bar and allows you to deal deadly, lightning-fast melee attacks. Various rare enemies will be found in the levels that must be defeated in order for the player to progress, as well as mini-bosses and a big boss at the end of every level. In the middle of every level will be a well-defended concrete base that the player has to take by storm. In addition, we're also planning to write a script and include humorous scenes. Especially for speed-runners, there will be a timer for the bosses and mini-bosses.

Muscles And Bullets is being developed by a small studio of just two people - a programmer and an artist - and will enter Steam Early Access in early 2019.

Brutal     Crazy     Explosive     Dynamic     Bloody

## Description

Release date: 2019-2020
Name: Muscles And Bullets
Genre: 2D-shooter, run-and-gun
Developer (Russia, indie): Labour Ennobles
Platform: PC /Steam (early access)
Engine: MonoGame (XNA)
Languages: English, French, German, Russian, Simplified Chinese
Requirements: Win7/Win8/Win10, HDD 3Gb, RAM 4Gb, Processor Core i3 + , Videocard 2Gb +

Developer

## Labour Ennobles

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## Press materials:

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