

Ste Wilson
Bare Knuckle Development

FRANTIC RETRO SPACE SHOOTER, SUPER MEGA SPACE BLASTER SPECIAL TURBO, CREATED FOR MULTIPLE PLATFORMS BY SOLO DEVELOPER

All elements of the retro inspired frantic space blaster from code, to music, to graphics were created by a single developer for consoles, PC and Mac.

Greater Manchester, United Kingdom – 5th January 2020: Bare Knuckle Development (BKD) would like to inform you that Super Mega Space Blaster Special Turbo was developed from the ground up by a solo developer; Ste Wilson. BKD are a 2-person studio but in the case of Super Mega Space Blaster Special Turbo only half of the studio created the game. Ste Wilson wrote the code, developed the game mechanics, created the graphics and animations, wrote and recorded the music and sound FX, and ported the game to multiple platforms including PS4™ and Nintendo Switch™. After the original, much smaller, none-turbo edition of the game received some good reviews on Steam and gaming websites Ste decided to massively expand the game to include more game modes, more space blasters, upgradable weapons, more challenges, and more music. The ‘Turbo Edition’ was born and slotted for a 14th January release on PS4™, Nintendo Switch™, and Steam(Win/Lin/Mac).

“It’s been my dream since a child to release a game on a major console platform like PlayStation, Nintendo, or Xbox” said Ste Wilson of BKD. “After hearing how people enjoyed the blend of retro and modern mechanics in the original Space Blaster game I decided to go for it and I can’t wait to see it launch, it’s quite scary and surreal but also feels like a massive achievement.”

Ste Wilson has been coding since a child but only really got into game development seriously after moving back to the UK in 2017 from a 10-year stint teaching in South Korea and Thailand. He initially announced The Flawless: Art’s Tale, a metroidvania hack ‘n’ shoot action-RPG to be the first major console release for BKD. His dream of releasing a game on a major console platform has come early as his easy to play hard to master space blaster is making its way on to both PlayStation®4 and Nintendo Switch™ in early January 2020.

Check out the PS4™ Announcement Trailer: <https://youtu.be/yBcDpjvjjk>

Ste Wilson is available for interviews, to arrange an interview contact Ste at [ste\[at\]REMOVETHISBITbareknuckledev.com](mailto:ste[at]REMOVETHISBITbareknuckledev.com).

- **Press-kit:** <https://bareknuckledev.com/press-kits/super-mega-space-blaster-special-turbo-press-kit/>
- **Players:** 1-2 local cooperative and competitive play
- **Release Date:** 14th January 2020
- **Age ratings:** ESRB E, PEGI 3+
- **Price:** \$4.99 USD / £3.99 GBP / €4.39 EUR / A\$6.60 AUD

Developer Website: <https://bareknuckledev.com/>

Developer Twitter: <https://twitter.com/bareknuckledev>