



**Press release** / Alpha Site – 05/06/2528

## Are you looking for a Tower Defense at your level ?

Futurtech Studio presents you its 7<sup>th</sup> and new game « Carnage Offering TD ». Meet again Jake, our hero from the previous game of Futurtech, this time in a « Tower Defense » aiming farther than any other similar game : **more choices**, more strategy, **more heroes**, more enemies, **more different environments**, more challenge !

**A story ongoing from Carnage offering – the previous game of the studio**

The Replicants are back !



In 2528, in a dystopian future, Jake, Paul, Roy and Hiro work for the Alliance, a federation fighting back the robotic menace of the Replicants. Those machines are infesting the confederate planets one after another with genetically modified monsters.

Join them at the Alpha Site, where the Alliance is building its defensive Towers !



*Jake, a former bounty hunter decided to join the Alliance. He's in charge of all the special technologies and is the main asset in your missions.*



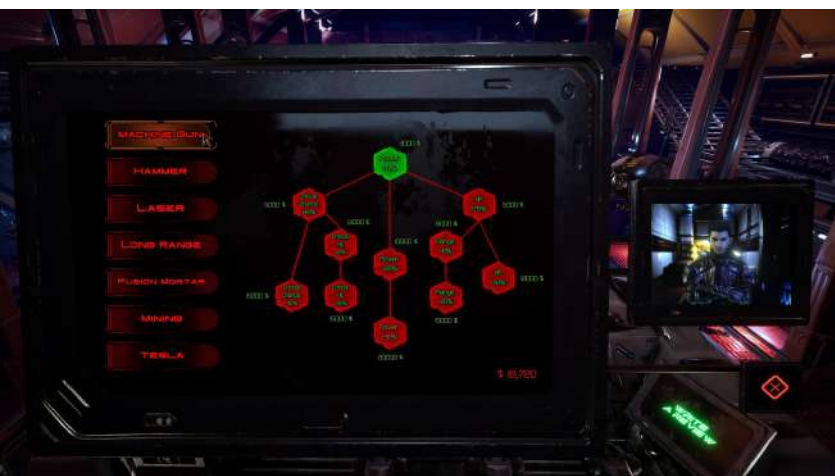
*While Paul is improving the Towers, he's also participating to the missions alongside Jake. With him, he's the second playable character.*



*Hiro manages the medical team and is in charge of the team implants and thus of all the skill improvements Jake and Paul can achieve.*



*Roy is the leader of the site. Returning from a previous game, he gives you your mission orders.*





**By the way, what is a TD -  
« Tower Defense » ?**

« Tower Defense » are video games centered on the « Defense » of a base. The player designs an array of buildings, the Towers, in order to repulse and destroy incoming waves of enemies.

Those games especially focus on the arrangement of the towers, the right use of their respective effects or in their adequacy with the kind of enemies the player is facing.

**Carnage Offering TD builds on the codes of the classical TD while going further in the strategy and interactivity parts.**

Even as a indie games developer, Futurtech studio has growing ambition for each of its games. Thus Carnage Offering TD offers richer contents than most of the others existing Tower Defense games.

In addition to the iconic towers (44 different ones !), Futurtech Studio brings us 2 heroes, Jake et Paul. They both have a specific way of fighting and their own skill tree. As a consequence the player will be able to develop new powers during the game, giving **more than a touch of Roleplaying Game to a Tower Defense !**

## The game in numbers :

- 2 playable characters, with their respective skill trees,
- 44 different towers spread into 7 classes !
- More than 200 towers and skills improvements to unlock !
- 8 special technologies giving game-changing powers to the player,
- 18 levels, replayable at different difficulties modes,
- More than 30 species of opponents, rushing at the player with their Bosses !

→ And this is just the beginning !\*

*\*those numbers represent the state of the game at the launch of the early access*

## A growing community !



The objectives of the crowdfunding campaign reached in 24 hours

A trailer seen by more than 600 000 people on the social medias!

Thousands wishes on Steam for thousands players waiting for the game

## An early access as the next step :

While the studio brings its own vision of the game during the development, the players feedback is needed as the game is primarily made for them ! All the feedback provided will be used to further improve Carnage Offering TD.

You can already add Carnage Offering TD to your wishlist on STEAM :

<https://store.steampowered.com//login?redir=app/2298300>

Lauching on May 26th 2023 !

Trailer :



Press contact

Julien CHAUDET

FUTURTECH Studio - [strider84@live.fr](mailto:strider84@live.fr)





## Futurtech Studio

**FUTURTECH STUDIO** is a french indie game development studio, based in Venasque, Vaucluse. It is composed of a single developer, Julien Chaudet, whose Carnage Offering TD is the 7<sup>th</sup> game to reach the market.

Futurtech Studio is known for its famous « Pago Forest », an educational game vastly approved by the public, by the steam curators, the press and in shows.

Julien Chaudet uses his experience as a game developer and his mastery of musical ambiances to bring polished games to the players, exploring different style with every game.

For 8 years Futurtech Studio has been producing more and more interesting games for the players, whichever style they are playing.

All the studio's news and games details on :

<https://linktr.ee/futurtechstudio>

