



Bonus Level Entertainment UG | Hagenauer Strasse 1 | 81479 München | Germany

Press Release

Bonus Level Entertainment Reveals 16-Bit-Style Action Platformer *FOX n FORESTS*

Munich, Germany, July 14, 2016 – German game developer Bonus Level Entertainment today revealed its multiplatform game [FOX n FORESTS](#), set for a Fall 2017 release as digital download. The [Kickstarter](#) campaign for the 2D action platformer continues until August 13, 2016.

Rupert Ochsner (CEO, Co-Founder): “Our Goal is to reinvent 16-Bit gaming by merging a nostalgic look and feel with modern game design. We love retro games and the idea for FOX n FORESTS came up over 10 years ago. Now we are finally making our dream a reality.”

Holger Kuchling (CFO, Co-Founder): “The team of Bonus Level Entertainment grew up on games of the 80s and 90s, and some of us already worked in the industry back then. So we definitely know where we are coming from and what we are doing. The game is inspired by the glorious days of 16-Bit and all time classics such as *Super Ghouls 'n Ghosts*, *Wonder Boy in Monster World* and *ActRaiser 2* as well as the *Castlevania* and *Zelda* series.”

[FOX n FORESTS](#) is a 2D 16-Bit-style action platformer with adventure and puzzle elements. Set within a mystic forest and its surroundings, FOX n FORESTS is a stunning fable offering pixel perfect retrotainment and rewarding challenges. You play as Rick the Fox and your weapon is a magic melee crossbow that can not only be used for

FOX n FORESTS

ranged and close up combat, but empowers you to seamlessly switch between two seasons per level, completely changing the whole environment and revealing amazing secrets, tricky skill tests and thriving exploration.

Pixel perfect platforming, screen-filling bosses, rich bonus levels, powerful potions, bags of loot, stuffed shops, clever backtracking, challenging skill tests, a magic melee crossbow to shoot and slash enemies, upgradeable shots, not four but five seasons to explore, stunning 16-Bit pixel art, a catchy chip tunes soundtrack and tons of humorous retro charm combined with modern game design makes FOX n FORESTS a worthy revival of games from the Golden Age.

Please watch out our [reveal trailer](#) and download our press kit [here](#). Feel free to join our community on [Facebook](#) and [Twitter](#) or support the game directly on [Kickstarter](#). More information and screenshots can be found on our website: www.foxnforests.com

At this year's [gamescom](#) in Cologne, journalists have the opportunity to interview the team of developers.

About Bonus Level Entertainment:

Bonus Level Entertainment is reinventing 16-Bit! We are an independent game developer, founded by Rupert Ochsner and Holger Kuchling, located in Munich, Germany. Rupert has worked in the industry as Game Director, Senior Brand Manager and Lead Animator on titles and franchises such as Saints Row, Dead Island, Risen, Sacred and Metro. He started his career in 2005 at Independent Arts Software and later joined Beta Film and Deep Silver. Holger is CEO of Independent Arts Software, a company with over 25 years of experience in successful game development on almost every platform that has won multiple developer and sales awards. The games are/were published by Midway, THQ, Koch Media, Gameforge, DeNA and many more. Bonus Level Entertainment is a team of passionate industry experts, talented newcomers and experienced veterans who worked on hundreds of titles combined so far. We want to bring back the glorious days of 16-Bit and merge our love for retro gaming with the luxury of modern game design. FOX n FORESTS is a co-development between Bonus Level Entertainment, staff at Independent Arts Software and talented Freelancers from all over the world!

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