

## ***Jump into the Cockpit with "MechRunner" from Spark Plug Games.***

*Blistering high-speed mech battling action coming to PlayStation 4, Vita and PC this Summer*

April 14, 2014

RESEARCH TRIANGLE, NC - Spark Plug Games, an independent developer based out of Cary, NC, is proud to unveil their newest game -- *MechRunner* -- which will launch this summer on Steam® (Windows/Mac/Linux), PlayStation® 4, and PlayStation® Vita.

- [Download the MechRunner press kit](#)
- [Download the trailer](#)
- [View the unveil trailer \(YouTube\)](#)

*MechRunner* is a high-octane endless action game that casts you as a powerful mode-changing mech. Blast your way through decimated urban landscapes at incredible speeds while switching between robot and tank modes to rain punishment on endless waves of mechanical foes. *MechRunner* features exciting, non-stop action, stunning 3D visuals and a Hollywood-style soundtrack.

Other features of the game include:

- Switch between mech and tank modes on-the-fly
- Slice & dice enemy units with your sword
- Rescue civilians for extra points and awards
- Access an extensive arsenal of weapons, customizations, and power-ups
- Unique environments that blend seamlessly together
- Numerous enemy types each with different tactics (and weaknesses)
- Epic boss battles
- A dynamically shifting environment offers unexpected obstacles, cover and danger
- Unlockable skins, upgrades, and achievements

Spark Plug Games is excited to partner with veteran film industry concept artist Josh Nizzi (*Avengers*, *Iron Man*, *Transformers*) to bring the world of *MechRunner* to life. "Josh has really created an amazing aesthetic that makes playing *MechRunner* a truly unique visual experience." says Ben Lichius, VP and Art Director at Spark Plug. "I think we have some of the most detailed, amazing looking mechs to ever appear in a video game."

Spark Plug is also announcing the launch of a Kickstarter campaign to help the studio add some final polish items in anticipation of the Summer launch. "*MechRunner* is feature complete." said Spark Plug President John O'Neill. "But we realized that, with a little extra push here at the end, there's a lot we could do to make playing *MechRunner* even more memorable for gamers and mech fans alike. We're excited to engage with fans, get their feedback, and partner with them while we wrap things up. We've also got some fantastic backer rewards!"

Among the rewards offered by the team, backers will have an opportunity to play the game

early, receive exclusive in-game content, the game's soundtrack, t-shirts, and more, as well as limited edition collectable statues and even a chance to collaborate with the team to create new game content. The Kickstarter campaign is live and will run through May 16th, 2014.

The Kickstarter page can be viewed here:

<https://www.kickstarter.com/projects/sparkpluggames/mechranner>

The game's official webpage is at [www.mechrunner.com](http://www.mechrunner.com).

### **About Spark Plug Games, LLC**

Spark Plug Games is an independent game developer focused on creating interactive products for console, PC, tablet, mobile and social markets. The team embraces the slogan "We ignite fun!" which expresses a desire to create high quality products with strong entertainment value and a passion for game development. Founded in 2008 and based out of Cary, North Carolina, the SPG team has already built over 50 products and continues to develop new brands while working with industry leading partners. For more information, please visit [www.sparkpluggames.com](http://www.sparkpluggames.com)