

Unstoppable Gorg™ - New Trailer Reveals Revolutionary Tower Defense Gameplay

Innovative Tower Defense Game Combines Orbital Gameplay with Nostalgic Narrative

HELSINKI, FINLAND - DECEMBER 9, 2011 - Get ready to experience a revolution in tower defense when Futuremark® Games Studio brings Unstoppable Gorg™ to PC, Xbox LIVE Arcade and iPad in early 2012. A new trailer and screenshots released today showcase the unique orbital gameplay in Unstoppable Gorg, an upcoming tower defense game that challenges you to defend the solar system from fearsome aliens by sending satellites into orbit. Unlike other tower defense games, in Unstoppable Gorg you can move your towers by rotating the orbits that surround planets, moons and space stations. It's a new gameplay experience that teleports the tower defense genre into unimagined territory.

Unstoppable Gorg - revolutionary tower defense gameplay trailer

YouTube: <http://www.youtube.com/watch?v=iT1JFIJdFI0&hd=1>

Screenshots, key art and 720p trailer

<http://www.unstoppablegorg.com/presskit.zip>

Unstoppable Gorg is a lovingly crafted homage to vintage sci-fi films from the 1950s. Flying saucers, rubbery aliens, dodgy effects, it's got it all. The game's story scenes were shot on film using models, miniatures and live action actors and then edited together with genuine archive footage to create a classic sci-fi experience that is out of this world.

Jaakko Haapasalo, Head of Futuremark Games Studio, who also plays the role of Radiant Beem in the game, said,

"With Unstoppable Gorg, we embraced the film techniques used in the golden age of sci-fi to create an authentic visual style that has never been seen in a game before. It's the difference between the Star Wars films that people love, with their special effects created with models, and the unpopular prequels with their heavy-handed CGI. "

The vintage sci-fi style trailer gives the first glimpse of the three diabolical alien leaders hell-bent on destroying Earth:

Gorg

Earth's arch nemesis, the vile and vicious King Gorg, is played by Jani Joki, head of Futuremark's benchmark team. Gorg's head was constructed from an old gas mask and a cycling helmet, see how in this 'making of' photo diary: <http://imgur.com/a/Tg3D9#0>

Radiant Beem

The towering metal leader of the Sunbots is played by Jaakko Haapasalo, head of Futuremark Games Studio. The robot suit was built from bits and pieces from IKEA, see how in this 'making of' photo diary: <http://imgur.com/a/Kx8r2#0>

Sereia

The seductive temptress Sereia is played by LouLou D'vil, Finland's premier burlesque dancer. Her exotic beauty, blazing eyes and passionate charisma have made her one of the brightest performance artists in Europe. Can you resist her? <http://www.louloudvil.com>

Unstoppable Gorg will be released on PC, Xbox LIVE Arcade and iPad in early 2012. Follow Unstoppable Gorg on Facebook for behind the scenes footage and photos, dev diaries, giveaways and more Sereia. <http://www.facebook.com/unstoppablegorg/>

Futuremark Games Studio

Futuremark® Games Studio was formed in January 2008 to create original games with new and entertaining gameplay. The independent studio's releases include Hungribles™, a skill shot puzzle game for iPhone® and iPad® and Shattered Horizon, a zero gravity FPS for PC. The studio is currently developing

Unstoppable Gorg for PC, Xbox LIVE® Arcade and iPad® and has one further unannounced title in development. Futuremark has offices in Saratoga, California and Helsinki, Finland.
<http://www.futuremark.com>

Contact

Jaakko Haapasalo, Director
Futuremark Games Studio
Telephone: +358 20 759 8250 (GMT+2)
Email: jhaapasa at futuremark dot com

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