

## PRESS RELEASE

### ***CUBERS: Arena is OUT NEXT WEEK on PS4, Xbox One, Nintendo Switch and Steam!***

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**July 21<sup>st</sup>, 2020**

**Kraków, Poland** – Teyon, Polish developer and publisher, and Tomasz Dziobek, game developer, are happy to announce the release dates for **Cubers: Arena** on PS<sup>®</sup>4, Xbox One, Nintendo Switch™ and Steam!

The game will be available next week at the following dates:

- Tuesday, July 28<sup>th</sup> – Xbox One, PS4 and PC,
- Thursday, July 30<sup>th</sup> – Nintendo Switch.

Cubers: Arena will be offered for €/\$14.99 in the PlayStation Store, Xbox Store, Nintendo eShop and on Steam.

**Check out what awaits on you in Cubers: Arena in the Launch Gameplay Trailer:**

<https://www.youtube.com/watch?v=uEBSuFMbWY4>

**Marketing assets including new screens are available to download from:**

[http://www.teyon.com/files/pr/Teyon\\_CubersArena\\_PressRelease\\_July2020.zip](http://www.teyon.com/files/pr/Teyon_CubersArena_PressRelease_July2020.zip)

TEYON

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Find us at Keymailer: <https://bit.ly/3hhNwzJ>

### **SLASH, SMASH, SUMMON and BOUNCE your way to freedom!**

CUBERS: Arena, is an electrifying arena brawler/ twin-stick slasher game. Play as Baller, a slave fighting his way through an array of gladiators to reclaim his freedom!

Multifaceted and immersive game modes; 4 uniquely themed arenas, all with their own atmospheric effects and enemies, destructible environments, and fist-clenching boss fights in Campaign mode. An extensive line up of multiplayer (and solo!) mini-games such as Time attack, Defender, Sparring, Dodgeball, and many more! Try different skills, weapon type, upgrade items, socket gems or various difficulty levels for various outcomes in the fight!

Choose from an arsenal of over 100 unique weapons, armory, and skills to fight off waves of enemies. Two-handed weapon or a sword and shield combo? Gems to power up your weapons? The choice is yours! Finish a stage and receive gems which can be later used to increase the power of your items.

"Free-for-all" friendly fire system, meaning traps and enemies can hurt everyone, allowing for complex tactical options. Enemies can hurt each other too, so use it! Observe and plan who to defeat first and who will unsuspectingly aid you in battle!

Dynamic 360 combat experience. Slash enemies and move in any direction. Fluid gameplay means players have more control.



Gain points by playing in campaign mode and mini games. PRO TIP: finishing a stage for the first time, gives you two times more awards and enemies, not killed in a combat, give you only a half of

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experience and points. Huge combo is a key to a huge score! Compete with other players for the highest score on the leaderboard!

READY? LET'S FIGHT!

**To check out the game's page follow the link:**

<http://teyon.com/games/cubers/>

**Add the game to your Wishlist on Steam:**

[https://store.steampowered.com/app/862700/Cubers\\_Arena/](https://store.steampowered.com/app/862700/Cubers_Arena/)

**Watch the previous trailer of Cubers: Arena** at our official YouTube channel:

<https://www.youtube.com/watch?v=EY38QfXuVK0>

### **About Tomasz Dziobek**

My name is Tomasz Dziobek and I am a producer at Teyon, a Polish video game developer and publisher, with 10 years of experience in creating games. During this time I worked on 3D art, textures, level design, animations and game-play design. All of this, plus the experience with Unreal Engine allowed me to start development of my own game. I am a big fan of action games and slashers, especially featuring a couch mode, so I have decided to make something new, interesting and different from other action titles. That's why I'm making Cubers on my own, for me, my wife, and everyone who loves slashing hordes of enemies!

[www.twitter.com/TomaszDziobek](http://www.twitter.com/TomaszDziobek)

<https://www.facebook.com/CubersArena/>

[www.youtube.com/channel/UCWlpj5QGQUe0eXR2dg50fdw](http://www.youtube.com/channel/UCWlpj5QGQUe0eXR2dg50fdw)

### **About Teyon**

Teyon is a developer and digital publisher of video games for major platforms. Established in 2006 in Krakow, Poland, the company has since expanded, with offices in Lodz, Poland and Tokyo, Japan, which employ over 70 gaming enthusiasts. Using proprietary cross-platform technology, Teyon has been able to successfully release over 100 self-developed titles and has localized many more. For more information visit [www.teyon.com](http://www.teyon.com) and [www.teyon.jp](http://www.teyon.jp).

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For future communication, to request a review key or to be placed on the Teyon PR list, please use the media contact below.

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