Dreadbit Games & Ripstone Join Forces for Queen & Country!

Ironcast's Kickstarter stretch goals guaranteed with publisher on board

UK - October 16, 2014 - Indie developer Dreadbit Games and Publisher Ripstone have announced their new partnership today; joining forces to take turn-based steampunk mech combat game; *Ironcast* to the next level. The game will be coming to PC, Mac and Linux in early 2015.

Inspired by Victorian era science fiction writers such as H.G. Wells and Jules Verne, *Ironcast* is set in an exciting alternative history; a time when refined men and women in top hats and bonnets commanded gigantic walking war machines, laying waste to the enemies of the British Empire! Players take control of a 7 meter tall walking vehicle called an Ironcast. They must face off against an invading force of enemy Ironcast in order to defend 1880's Victorian England.

Battles are fought by generating resource nodes which in turn drive the Ironcast's various weapons and systems. Players must choose how to spend these nodes wisely, either offensively in order to cripple and destroy their opponents, or defensively, if they suspect a barrage of incoming weapons fire is due.

Dreadbit launched *Ironcast's* Kickstarter campaign in September and with support from pledgers the game reached its £10,000 base funding goal on Kickstarter earlier this month. Dreadbit will be managing Kickstarter funds and game development in-house and Ripstone will be acting as an additional funding partner on the project; covering production, marketing, distribution and further development costs to ensure that stretch goals are met.

"After the completion of the Kickstarter campaign we were approached by Ripstone who offered to provide the funding for our stretch goals" says Daniel Leaver; Designer at Dreadbit Games. *"We saw this as too good an opportunity to pass up. While we always had complete confidence that we'd deliver the game we wanted to make and our Kickstarter backers believed in this additional funding is helping us to go much further with the original vision, secure in the knowledge that we can cope with anything unforeseen that may arise."*

Due for release early next year, *Ironcast's* stretch goals boast an extra Commander, an additional Ironcast design, more locations and missions and added buffs and abilities, as well as a few extra surprises. All of which Ripstone hope to aid the lords and ladies of Dreadbit in making a reality.

"Having worked extensively with Daniel on the LittleBigPlanet series I was always curious as to what he'd do next" says Leo Cubbin; Managing Director at Ripstone.*"When we discovered his*

Ironcast Kickstarter campaign we immediately loved the concept and tried to find a way to get involved in such a way that would reward people who had backed the game. The obvious approach from our perspective was to ensure that all the stretch goals were fulfilled and provided to the existing backers with no extra charge. We think Ironcast has the potential to be a really great game, and hope that our help can ensure it fulfils Dreadbit's and their backers' expectations."

As a thank you for guaranteeing *Ironcast's* stretch goals, Dreadbit have donated a steampunk jetpack to the team at Ripstone, which was an unclaimed reward from *Ironcast's* Kickstarter campaign. The jetpack is a faithful replica of the escape method utilized by many *Ironcast* Commanders once their mechanized steed has been crippled beyond repair. It has been meticulously hand-crafted by *Kruki99* using reclaimed materials such as brass, leather and glass. There's no resin or "metal effect" components; it is a solid, quality work of art. Ripstone will be organizing a test flight as soon as possible and look forward to the benefits of having a jetpack in the office. More will be revealed on the plans for the jetpack in due course.

For more information on *Ironcast* take a look at Dreadbit's [Kickstarter page](#) and [press kit](#).

Keep an eye on the [Dreadbit](#) and [Ripstone](#) websites for dev diaries and competitions, and follow the [devs](#) and Ripstone on [Twitter](#), [Facebook](#), [Tumblr](#) and [Instagram](#) for live *Ironcast* game updates. Come and join in the #Ironcast conversation.

About Dreadbit
Dreadbit was founded in February 2014 by Daniel Leaver, who wished to create a studio that would not have a permanent staff, but rather would pull in the development talent required on a per project basis, coordinating the team and delivering top quality indie games, much like how the movie industry works today. Drawing upon his 8 years of games industry experience, Daniel recognised that the need to be continually producing titles in order to pay full-time salaries seemed to lead to unnecessary stress, worry and compromise in the games that were made. Instead, with Dreadbit, each new game is a pitch; not to publishers or venture capitalists, but to the developers he trusts. If they can get excited about the concept, then it deserves to be made. The team will come together and work exclusively on that project, one project at a time. The first title to be worked on in such a fashion is *Ironcast*. www.dreadbit.com

About Ripstone
Ripstone® Publishing is an independent UK based games publisher specialising in digital distribution. Ripstone's ethos is built on honesty, integrity and trust, founded in 2011 in order to create a bespoke service for independent game developers. Publishing video games on a number of different platforms including handheld and home consoles, PC, Mac, iPhone, iPad, and Android; Ripstone is best known for games such as Pure Chess, the award-winning Knytt Underground, Big Sky Infinity, Gun Commando, Men's Room Mayhem and critically acclaimed Stick it to the Man. Please visit http://www.ripstone.com for more information.

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