THUNDER RALLY PRESS KIT

**Title**: Thunder Rally

**Developer**: Typical Entertainment

Eric Davis, Paul Gerla, Cliff Kelley, Abel Perry, Jon Warner

**Genre**: Local versus, party game, shared screen, vehicle combat, indie

**Release** **date**: TBD

**Platforms**: PC, more unannounced consoles in the works

**Cost**: ~$15

**Languages**: English

**Website**: [http://www.typicalentertainment.com](http://www.typicalentertainment.com/)

**Email**: [contact@typicalentertainment.com](mailto:contact@typicalentertainment.com)

**Steam** **Page**: <https://store.steampowered.com/app/833500/Thunder_Rally/>

**Trailer:** <https://www.youtube.com/watch?v=N7aMgK3lz04>

**Twitter**:<http://twitter.com/Typical_Ent>

**Description**:

Thunder Rally is a chaotic demolition derby party game with crazy physics and nonstop

explosions. Knock your enemies out of their cars and run them over, use outrageous

power-ups, avoid hazardous environments, and dodge the explosive barrels launched by

your fallen foes.

With up to eight local players, the rounds are quick, violent, and usually comical with

powerups and stage hazards taking cars and drivers out quickly. As soon as a driver

dies, he or she returns as a catapult loaded with explosive barrels. This keeps the

gameplay quick, keeps all players involved throughout a match, and continually ramps

up the insanity each round.

**Additional notes**:

· Local versus party game for up to eight players.

· Add up to 8 ruthless CPUs for single player versus.

· For fans of driving games, vehicle combat, and crazy physics.

· Made by current and former employees of The VOID.

**About the team:**

Typical Entertainment is a five-person team of current and former employees of The VOID, the world leader in creating premium location-based VR experiences. We have shipped major titles with The VOID, including *Star Wars: Secrets of the Empire*, *Ghostbusters Dimension*, and *Curse of the Serpent’s Eye*, which premiered at TED 2016.

**FAQ**:

**Will the game be coming to consoles?**

Yes, we are aiming to bring it to Nintendo Switch, PlayStation 4, and Xbox One, but are still working out the logistics.

**Is there support for online multiplayer?**

Currently in development, for now we recommend using [Parsec](https://parsecgaming.com/) for playing with friends remotely.

**Are controllers required?**

No but a controller is preferred. 1 player can play versus 7 other COMPUTER PLAYERS. Xbox, PS3, and PS4 controllers have been tested and are supported. Most other controllers should work as well.

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