***BZZZT* now available on Nintendo Switch! Reignite your love for pixel-art platformers with this fantastic game from Czech KO.DLL and Cinemax Games!**

**The time has come to check your fingers’ dexterity. Or maybe you’re already too rusty to keep up with the crazy dynamics of *BZZZT*? There’s only one way to find out, so grab our Joy-Cons and see if you still got it.**

**September 19th, Prague, Czech Republic.**

**The robot ZX8000 might be tiny, but he sure is brave and nimble enough to face Badbert and his evil plans. Try keeping up with ZX’s pace while beating beautiful, detailed and cleverly designed levels full of challenges, surprises, humor and everything you loved in genre classics.**

Watch the *BZZZT* Nintendo Switch Launch Trailer [HERE](https://www.youtube.com/watch?v=Nqe-fRLuDXA).

Get the game from Nintendo eShop (<https://www.nintendo.com/us/store/products/bzzzt-switch/>) for $14.99.

Creating the game took Karel Matejka, **a single developer** known as KO.DLL 4 years, and here’s a hearth warming message from the creator about the development process:

“Pixel art is for lazy indie devs. I often hear this statement, and it saddens me a lot. My goal was to bring gamers the essence of first platformers with dozens of old-school gaming references but at the same time with modern design twists, no technology limits, and one of the best pixel arts on the gaming scene. I spent over 4 years preparing art and code for BZZZT = 10,000+ sprites to draw, 2000+ hours of animating, 2500+ hours of tweaking the gameplay, and gallons of coffee. It was not about my laziness, but about passion and masochism. And here it is! *BZZZT*, the rainbow-glasses trip to the past, a love letter to all games I grew up playing. I hope you will enjoy as much as I was enjoying its creation.” – said the solo developer Karel Matejka, known on social media as KO.DLL.

Karel was supported by the publisher Cinemax Games on his journey of bringing *BZZZT* to Nintendo Switch, and here’s what Lukáš Macura, who represents the company, had to say about the results of this co-operation:

“We’re proud to announce the release of the highly acclaimed *BZZZT* game on Nintendo Switch (with Overwhelmingly Positive user reviews status on Steam). We worked closely with the *BZZZT’s* solo developer to provide console players with the best experience possible. The game runs smoothly at 60fps, even in handheld mode, and includes all the bonus content added to *BZZZT* since its initial release. Players can enjoy 52 story levels, 24 bonus ones, 10 hidden chip challenges, and new accessibility options suitable for all generations of gamers.” - added Lukáš Macura, CINEMAX GAMES.

***BZZZT*** **– A WORD ABOUT THE PLOT**

**Welcome to the year… 4096**

In a top-secret laboratory, the inventive Doctor Emily and world-renowned Professor Norbert work on a highly classified project. Through their joint research and intellect, they finally bring to life a tiny robot with a big AI personality! No larger than your regular household toaster, but with some extraordinary skills, ZX8000 is ready to save the world, one platform challenge at a time!

And the *BZZZT* world certainly needs saving from dark forces. The evil mad scientist Badbert prepares to unleash his nefarious plans upon an unsuspecting world as soon as he finds the perfect equilibrium of darkness, malice, and madness. Bwahahaha!

So, what are you waiting for? Grab your controller and navigate ZX8000 through his mission to thwart Badbert’s evil plans! Become the robot who saves the world!

***BZZZT* IN A NUTSHELL**

*BZZZT* is a fast-paced “jump-dash-run” platformer that combines a nostalgic pixel-art look with a modern gameplay design. It was created, almost single-handedly, by one developer – Karel Matejka, known as KO.DLL, as a tribute to beloved classic games.

Inspired by the 80’s tech revolution, this insanely detailed, pixel-art precision platformer transports you back in time, where you’ll get to experience a thrilling adventure, cleverly designed levels, a whole plethora of unlockable skills, and intense boss fights!

***BZZZT* – MAIN FEATURES**

* Choose from various difficulty levels, from casual to hardcore, depending on whether you’re a beginner or an expert in platformers.
* Enjoy insanely precise and intuitive controls that will allow you to do what you want, when you want, and exactly the way you want.
* Test your limits in exciting time challenges.
* Compete with others on either global or friends’ leaderboards.
* Experience rich environments with ever-changing gameplay mechanics.
* Try surviving and bringing your gameplay style to perfection to get ready for intense boss fights.
* Optional permadeath mode.
* Immerse yourself in the beautiful retro soundtrack made by Martin Linda, the creator of Rytmik Ultimate/Studio.

*BZZZT* was developed by Czech solo developer KO.DLL and published by the Czech Cinemax Games. The game is now available on both [Steam](https://store.steampowered.com/app/1293170/BZZZT/) and [Nintendo Switch](https://www.nintendo.com/us/store/products/bzzzt-switch/) and available in following languages: English, Čeština, Polski, Brazilian Portuguese, Français, Italiano, Español, Svenska, Deutsch, Türkçe, 日本語.

More information about the game can be found on the [publisher’s website](https://cinemax.cz/bzzzt-bazubotto), [Steam](https://store.steampowered.com/app/1293170/BZZZT/), and [Nintendo eShop](https://www.nintendo.com/us/store/products/bzzzt-switch/).

The press kit is available at the following link: [https://pr-outreach.com/en/game/bzzzt,95](https://pr-outreach.com/en/game/bzzzt%2C95).

**REVIEW COPIES (NINTENDO SWITCH) ARE NOW AVAILABLE! To secure one for yourself please get in touch with Agnieszka Szóstak at** **agnieszka.szostak@pr-outreach.com** **or call +48 881 951 601. Please specify the region of your choice.**

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**ABOUT KO.DLL**

Karel Matejka, known as KO.DLL, is an artist who started his career as an illustrator and a graphic novel artist. Soon after he got his hands on his first computers, he started making games, which earned him the status of one of the pioneers of the gaming industry in the Czech Republic. His unique and multi-genre art style brought him global popularity. Although his main passions are all art forms, he’s also a coder, a game designer, a terrific chef, and a dedicated friend. Above all, he’s a hard-working game lover with a dream to make games the old way again and pay homage to all the great games from the ’80s that – like for so many of us – have formed his style and passions.

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**ABOUT CINEMAX GAMES**

Cinemax is an independent studio based in Prague, Czechia. The studio has a track record of 40 titles published on various platforms, including Steam, iOS, and Nintendo eShop. <https://cinemax.cz/>