***BZZZT*** – **the love letter to classic pixel-art platformersis now available for pre-order on Nintendo Switch!**

**Pre-order the game today and you’ll soon be able to turn your favorite console on and enter the incredibly colorful and insanely dynamic pixel-art world of *BZZZT*!**

**September 5th, Prague, Czech Republic.**

**Oh no! The evil scientist Badbert plans to destroy the world, and only the brave and skillful robot ZX8000 can stop him! Pre-order *Bzzzt* today to be ready to confront the wicked scientist. You’ll need to use your wild reflexes and eye for detail, and combine them with the amazing abilities of the little robot ZX8000 to save the world together, one platform challenge at a time!**

Watch the *BZZZT* Nintendo Switch Pre-Order Trailer [HERE](https://www.youtube.com/watch?v=CWInI7YBRH4).

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

**Welcome to the year… 4096**

In a top-secret laboratory, inventive Doctor Emily and world-renowned Professor Norbert work on a highly classified project. Through their joint research and intellect, they finally brought a tiny robot to life 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!

**ABOUT *BZZZT***

*BZZZT* is a fast-paced “jump-dash-run” platformer that combines a nostalgic pixel-art look with a modern gameplay design. It was almost single-handedly made 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 platformer games.
* 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 in 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 developer KO.DLL and published by the Czech Cinemax Games. The game is available on [Steam](https://store.steampowered.com/app/1293170/BZZZT/) and will launch on [Nintendo Switch](https://www.nintendo.com/us/store/products/bzzzt-switch/) on September 19th this year.

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>.

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

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**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 first pioneers who started the gaming industry in the Czech Republic. His unique and multi-genre art style brought him worldwide 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 so many of us – have formed his style and passions.

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**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/>