

**Fact Sheet**

* **Developer**: Pixel Barrage Entertainment, Inc. Based in Providence, Rhode Island
* **Release Date**: July 3rd 2015
* **Platforms**: Steam
* **Price**: USD 14.99
* **Filesize**: ~300MB PC/Mac/Linux
* **Website:** <http://www.pixelbarrage.com/TowerOfFlight/>
* **Press Contact**: [inquiry@pixelbarrage.com](mailto:inquiry@pixelbarrage.com)
* **Social**: [Facebook](https://www.facebook.com/pages/Pixel-Barrage-Entertainment-Inc/1559424851006131), [Twitter](https://twitter.com/pixelbarrage), [Youtube](https://www.youtube.com/channel/UC9FKQD2SVmKxgLkzILhgU5g)

***Key Features***

* A Retro-Stylized experience
  + Over a dozen beautifully drawn 8-bit environments
  + Over 20 chip-tune music tracks
  + Over 140 hand-crafted levels with fine-tuned difficulty progression
  + Dozens of secret rooms filled with treasure
  + Hundreds of small secrets for true adventures to find
  + Massive bosses that interact with the player throughout the game levels
* Hours of play
  + 4 difficulty modes that allow new and veteran gamers to be challenged
  + Achievements for gamers to unlock
* Steam community features
  + Trading cards, emoticons, and backgrounds available to Steam users
* Expanding platform base
  + The game is planned to be available on Wii U, PS4, and Vita in 2016

***Adventure in the Tower of Flight***

A retro-styled platform adventure game in which you fly instead of jump! You are Wing, a young adventurer. Wing must climb a seeming endless tower and collect all **five ancient relics** held within to **become the** **ruler** **of the known world**. Each relic, however, is protected by a series of **battles**, **puzzles**, and **precision-platforming** rooms. Do you have the skill it takes to guide Wing while he ascends the tower?

***Story***

In ages past, five kingdoms ruled the known world. Each kingdom possessed a sacred relic given to the kings of old by the god themselves. The relics guided and protected their armies in battles. As time passed, younger kings desired to gain absolute power over the land and waged countless wars with each other. The gods were displeased with the reckless actions and greed each kingdom took part in, so they took back the relics, hid them in a large tower, and proclaimed: "Whoever is able to pass the challenges of this tower will become the ruler of all known land." Years passed. Generations passed. No one, man woman, or child has been able to complete the challenges within the tower. This is the story of one such adventurer, Wing, and his *Adventure in the Tower of Flight*.

***Who We Are***

Pixel Barrage Entertainment, Inc. is a developer of game and entertainment software. We strive to create games of all genres and styles for computers, consoles, and mobile platforms.

Pixel Barrage Entertainment, Inc. was founded by President and CEO John K. Manuelian in March of 2015. John brings 8 years of game industry experience on a wide range of platforms and over 15 years of programming experience to Pixel Barrage. He plans to build exciting new entertainment software on current hardware as well as be among the pioneer developers on new hardware.

***Review Quotes***

“With fantastic level design, solid controls, and a lighthearted theme to it all, picking this one up is a no-brainer.” – Beef Erikson <http://couch-gaming.com/>

“Progression is Great, as you keep going up the game will get progressively harder” - [Sciscer](http://steamcommunity.com/profiles/76561198028535295/) [Steam Community Review](http://store.steampowered.com/app/368830)

“Adventure in the Tower of Flight is a great game and all I can say is Shovel Knight and Zelda had a baby with wings!” - [eNeNico707](http://steamcommunity.com/id/eNeNico707/) [Steam Community Review](http://store.steampowered.com/app/368830)