



SuperVillain Studios Proudly Announces Tower Wars!

“You there! You foul blue knave! I say, you got your offense in my defense!”

“I beg your pardon, you crimson buffoon, but I do believe that you got your defense in my offense!”

“Very well then, this means WAR!”

Tower Defense meets Tower OFFENSE this Summer!

Irvine, Calif. - March 6, 2012 - Gentlemen and Ladies too, prepare for *Battle!* Just in time for this year’s Game Developer’s Conference, SuperVillain Studios is proud to reveal their new and unique spin on the wildly popular tower defense genre, with *Tower Wars!* The game combines elements of tower defense, real-time strategy, and all-out multi-player mayhem to bring you a completely unique experience, presented in a humorously animated and not-so-old world style!

No slouch when it comes to multi-player combat or critically-acclaimed animated humor; the studio that brought you *Fat Princess: Fistful of Cake*, and *Order Up!!* is gearing up to bring that same caliber of fun and style to your PC and beyond, starting this Summer!

Take to your castle and grounds to defend your kingdom from terribly impolite invaders! And they probably smell foul too! Single file and TO THE DEATH! No need to be disorganized about things. Build up your barracks to mix, match, and send waves of your best troops into battle; finding the most effective lineups to penetrate your enemy’s defenses and reach *their* castle!

But don’t forget to build up your defenses as well! Your enemy will certainly be sending legions of their own to take you down! This is *WAR* after all, as was clearly indicated in ALL CAPS at the very beginning of this fine press release! Build defensive strongholds that will have your opponent’s troops snaking through an endless barrage of cannon fire, catapulted death from above, chained lightning strikes, ridiculously large hammers (not the kind in those spam emails, mind you), and so much more!

Tower Wars! will be available this Summer for Steam/PC, with the SuperVillain Studios team anxious to bring it to Xbox Live Arcade, Playstation Network, and the Mac App Store soon after.

Details, screenshots, movies, and information on participating in the official Beta Test are coming soon! Stay tuned!



For more information, contact media@svsgames.com, or visit us at any of these fine electronic destinations:

On the Intertubes - www.SVSGames.com / www.TowerWarsGame.com

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Facebook - [SuperVillain Studios](https://www.facebook.com/SuperVillainStudios) / [Tower Wars](https://www.facebook.com/TowerWars)

About SuperVillain Studios

Founded in 2004, SuperVillain Studios is bent on CONQUERING THE WORLD! It's a daunting task, to say the least, so we also happen to develop videogames!

Powered by the company's proprietary Automaton Engine, the SVS team has created a wide variety of games, ranging from original works, to major licensed properties. Our team is composed of experienced developers who hail from well-known companies such as Neversoft™, Blizzard™, and EA™, as well as talented young developers from programs such as Full Sail University™, The Art Institutes™, and Animation Mentor™. For more information, please visit www.svsgames.com or find us on Facebook and Twitter!

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