

FOR IMMEDIATE RELEASE

**CRAZY 2D DEATHMATCH GAME AGENT MOO: MAXIMUM OVERDEATH
NOW AVAILABLE ON XBOX LIVE INDIE GAMES MARKETPLACE**

Agent MOO: Maximum Overdeath (AMMO) is a 2D deathmatch game featuring weapons such as rockets, guns, and the trusty sack of oranges. If that doesn't suit your fancy, climb in a car to get some vehicular homicide kills! The cast includes Agent MOO, Hippies, Dinosaurs, and members of the video game blogging community such as Mr. Destructoid, Ron Workman and Cheapy D. The game features an original soundtrack by I KILL PXLS.

AMMO is now available on the XBOX Live Indie Games Marketplace for 240 points. It has been developed in Microsoft's XNA game programming platform

Features

- 17 Playable characters
- 5 Maps
- 4 Player split screen play
- 16 Player XBOX Live play
- AI Bots
- 10 Perks
- 45 "Moochievements"
- 4 Game types:
 - **Free For All** Classic deathmatch; eliminate other players for points, the player with the most kills wins the game!
 - **Ghost Ride the Whip** Jump out of a moving vehicle and bounce off of it for points. The more damage you take, the more points you receive! Eliminate other players with your weapons to keep them from mooching on your ride.
 - **Team Deathmatch** Same as free for all, but with teams.
 - **Hippietitis** This game type plays like the classic infection mode. Fight off the hippies before they turn you into one of their own!

Agent MOO (Ben) is an independent game developer with a background in application development. AMMO is his first published game. I KILL PXLS (Marques) is an independent music artist, and has released the album *Press Start* as a free download from <http://www.ikillpxls.com>.

A limited number of review codes are available. If you would like to obtain a copy for review purposes, please contact agentmoo@gmail.com.

Contact:

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