**The crazy dynamic pixel-art platformer *BZZZT* is coming to Nintendo Switch this summer!**

**Get your Switch ready for a challenge that will test your agility, coordination, and movement precision! Reminiscent of the best games of the eighties, platformer *BZZZT* will charge your favorite console this summer!**

**April 17th, Prague, Czech Republic.**

**If you love platform games, pixel-art graphics, and recall with nostalgia the nights spent on playing the biggest arcade hits that defined the genre, then the latest game from Czech developer Ko.dll and publisher Cinemax Games is just for you!**

Watch the trailer announcing the *BZZZT* release on Switch [HERE](https://www.youtube.com/watch?v=9Bz8WP__8Jk).

Follow the game on the Nintendo eShop (<https://www.nintendo.com/en-gb/Games/Nintendo-Switch-download-software/BZZZT-2557828.html>) to not miss the launch.

Especially that the developer has just added a content update to the game that will be available to Switch gamers as well! And it’s packed with new secrets to discover, achievements to unlock, and traps to avoid. You can read more about it [HERE](https://store.steampowered.com/news/app/1293170/view/4200243693072156182). The list of main changes can also be found at the bottom of this announcement.

**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 to life a tiny robot with a big AI personality! No larger than a 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 at play. 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 game combining 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 skills to unlock, 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.

**CHALLENGE CHIPS UPDATE INCLUDES AMONG OTHERS:**

* 10 secret areas with challenge chips to collect.
* "Time" and "magnet" bonuses to improve the stage score.
* **New traps and gameplay mechanics.**
* **Alternative ways to finish stages faster and be rewarded with higher scores.**
* 4 new achievements.
* **The game now contains 25 music tracks.**

*BZZZT* is being developed by Czech developer KO.DLL and will be published by the Czech Cinemax Games. The game is already available on [Steam](https://store.steampowered.com/app/1293170/BZZZT/) and will hit [Nintendo Switch](https://www.nintendo.com/en-gb/Games/Nintendo-Switch-download-software/BZZZT-2557828.html) consoles this summer.

More information about the game can be found on the [publisher’s website](https://cinemax.cz/bzzzt-steam), [Steam](https://store.steampowered.com/app/1293170/BZZZT/), and [Nintendo eShop](https://www.nintendo.com/en-gb/Games/Nintendo-Switch-download-software/BZZZT-2557828.html).

The press kit is available at the following link: <https://pr-outreach.com/en/game/bzzzt,95>.

For any questions about the game, please contact Agnieszka Szóstak at [agnieszka.szostak@pr-outreach.com](mailto:agnieszka.szostak@pr-outreach.com) or call +48 881 951 601.

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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 the 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/>