

**STOMPY BOT CORPORATION
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HEAVY GEAR ASSAULT ENTERS EARLY ACCESS

FOR IMMEDIATE RELEASE

SAINT JOHN, Canada – August 10, 2015 – Independent developer Stompy Bot Productions today announced that its upcoming PC mech title, [*Heavy Gear Assault*](#), has entered the Early Access phase of development. The action-packed mech game now features the Gear Bay module, which gives players unparalleled customization of their Gears (as the mechs are known in the game), alongside a wealth of optimizations and gameplay polish.

There are over ten different stock Gears that players can choose from, and every piece from shoulders to torsos to lower legs are interchangeable, resulting in hundreds of thousands of different combinations. Layer dozens of weapons into the mix that range from lasers, sniper rifles, and automatics and you have a recipe for complete and utter madness. Each Gear can also be equipped with jetpacks, grenades and other features, but defense will also be important as each individual part can be damaged, so a leg or arm may be rendered useless quickly in battle.

“This new phase of development has really energized our team, and we’re eager to keep the momentum going full speed. Our early supporters have been dying to share their excitement with the world since it’s been under wraps, and we’re thrilled to see more players join in and provide vital feedback as we gear up for our full launch next year,” said John Nguyen, Marketing Director of Stompy Bot Productions.

In *Heavy Gear Assault*, players venture to the distant planet Terra Nova and pilot giant, highly customizable Gears. Featuring a range of dynamic combat, customizations, gameplay modes and esports features, *Heavy Gear Assault* offers players a wealth of gameplay that brings the Heavy Gear universe to life. Various gameplay modes keep things fresh with advanced dueling in team battles, like the standard Deathmatch and more strategic Brunes Ball.

Following a modular release strategy, the team behind *Heavy Gear Assault* plans to implement all upcoming game features over a series of patches to Early Access players. With the move, players are now able to share live streams, screenshots, videos, and openly talk about the game.

Heavy Gear Assault is on track to officially release on PC, with full Linux support and compatibility between Windows and Linux users, in 2016. For more information, please visit www.heavygear.com.

About Heavy Gear Assault

Heavy Gear Assault is a next-generation mech simulator based on the award-winning Heavy Gear Franchise. *Heavy Gear Assault* is currently under development by MekTek Studios and is poised to be among the first titles released on Unreal Engine 4. Players customize their robots, known as Gears, and compete in no-holds barred esports competitions for dominance. *Heavy Gear Assault* won the Games Developer Conference’s “Best in Play” Award in 2014. For more info: www.heavygear.com and follow [@heavygeartweet](https://twitter.com/heavygeartweet).

About Stompy Bot Productions

Stompy Bot Productions is the exclusive Heavy Gear digital games license holder and publisher of *Heavy Gear Assault*, developed by MekTek Studios, the next-generation PC title using the latest Unreal Engine 4 game engine technology. For more info: www.stompybot.com and follow [@StompyBot](https://twitter.com/StompyBot).

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