

BLEND GAMES

Blendo Games is an award-winning independent games company based in Culver City, California. They have created games for Windows, Mac, Linux and Xbox 360.

In the fall of 2009, Brendon Chung's employer shut down, leaving Brendon with no job and no income. As he walked to his car with his sad box of stuff, Brendon decided to start an independent games company, Blendo Games. Their first title, Flotilla, earned critical acclaim and set a precedent for every future Blendo title: games full of personality, compelling gameplay, and colorful characters.

Brendon Chung is the founder of Blendo Games. He is also the sole designer, artist, and programmer. Prior to Blendo Games, Brendon created free games as a hobby and worked five years as a designer at Pandemic Studios.



AWARDS AND ACCOLADES

- **GameTunnel Gravity Bone** Best Arthouse Game 2008
- **Independent Games Festival Flotilla** Vision Award 2010 finalist
- **Independent Games Festival Flotilla** Excellence in Design 2010 honorable mention
- **Independent Games Festival Flotilla** Excellence in Visual Art 2010 honorable mention
- **EDGE Magazine Flotilla** Best 20 Indie Games 2010
- **Penny Arcade Expo Atom Zombie Smasher** PAX 10 selection 2011
- **Gamasutra Atom Zombie Smasher** Top Ten Indie Games 2011
- **Gamasutra Atom Zombie Smasher** Top Five PC Games 2011
- **Indie Game Magazine Atom Zombie Smasher** Game of the Year 2011 finalist
- **Independent Games Festival Atom Zombie Smasher** Excellence in Design 2011 finalist
- **Indie Game Challenge Atom Zombie Smasher** Finalist 2012

ATOM ZOMBIE SMASHER

"Atom Zombie Smasher puts a typically fresh spin on the undead, while leaving the developer plenty of room to unleash his unique, blindsiding sense of humour."

- Edge Magazine

RELEASED

January 2011

PLATFORMS

Windows, Mac, and Linux

SITE

blendogames.com/atomzombiesmasher

DESCRIPTION

At first glance, Atom Zombie Smasher can be seen as a real-time strategy game. As zombies pour through the city streets, players tactically direct military personnel to fend the undead onslaught while sending helicopters to rescue civilians.

On second glance, Atom Zombie Smasher's genre-bending nature becomes apparent. Integrated into the game are elements of tower defense, role-playing persistence, and grand strategy.

Missions begin in the safety of the Planning Phase. During this time, the player decides what streets to barricade, where to rig remote explosives, and the initial position of military and rescue teams. Once the zombies arrive, make quick decisions where to direct your forces, and hope your plans survive contact with the enemy.

Armed forces remain persistent throughout the campaign. As they survive more battles, they steadily pick up experience and upgradeable skills. Meanwhile, grow your own armory by earning experimental super-abilities, such as nuclear barrages from orbital battlestations.

On the world map, players decide which regions they wish to evacuate. These overarching decisions are made by evaluating a variety of factors, including seasonal changes, random events, and availability of military resources.

Combined together, Atom Zombie Smasher's different genres create a unique experience in crisis management, a new type of tactical combat, and moments of human drama.

FEATURES

- **Mercenaries for hire** Hire and upgrade your ragtag group of snipers, demolition teams, orbital bombardment crews, and more.
- **No two campaigns are the same** Cities are procedurally-generated, giving a unique experience with each playthrough.
- **Destructible environments** If you can see it, you can blow it up.
- **Play with friends** Up to three people can cooperatively play together.
- **Mod support** Modify the game rules however you like and share your mods via the Online File Share.
- **Campaigns Modes** Customize your campaign with a wide variety of configurations, including Hardcore mode and alternate zombie behaviors.

GAMES

Gravity Bone (2008) is a first-person adventure revolving around espionage, absurdity, and heartbreak. Gravity Bone was awarded GameTunnel's 2008 Best Arthouse Game.

Flotilla (2010) is a turn-based game about tactical combat and moral decisions. Flotilla was nominated for the Independent Games Festival's Vision Award and featured in Edge Magazine's "20 Best Indie Games."

Air Forte (2010) is an educational game where players take to the skies in acrobatic airplanes. The game teaches mathematics, vocabulary, and geography.

Atom Zombie Smasher (2011) is a strategy game taking place during a zombie apocalypse. Armed with rescue helicopters, demolition crews, and an orbiting nuclear battle station, players are tasked with conducting massive evacuation operations. Atom Zombie Smasher was nominated for awards at the Independent Games Festival and the Indie Game Challenge.

CONTACT

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