



Release of Floorless Fortress

Floorless Fortress – A new android game set to be released on April 23, 2015

21st April 2015 – SuneX Games, a German based game development company, is all set to release its new Android game, Floorless Fortress, on April 23. The game challenges the player to avoid traps while travelling through a series of rooms. Players need to accumulate fruits along the way within a specified time. The goal, dependent on the chosen game mode, is to survive each room and exit with the collected fruits or in the least amount of time.

Speaking to the media, a representative from SuneX Games said, “Yes, we are ready with our new Android game, Floorless Fortress. This is an interesting game and can be played by all age groups. Like every game, the initial level is quite easy and simple to complete. If players are not able to collect each fruit the first time round, they can come back later to give it another try.” He further added, “Floorless Fortress has some power-ups as well to help players cross to the next level more easily. We are also planning and working on many other mobile games that will be released later in 2015. We aim to be the preferred name when it comes to game design and development.”

Floorless Fortress has over 70 levels that are divided into a number of worlds. These levels get more and more challenging with time. The game also has six tricky traps such as laser shooting statues, missing floors, spikes on the ground and a lot more. It has three game modes: collecting all the fruits, exiting a room in the shortest possible time or collecting as many points as possible. Floorless Fortress is available with seven power-ups allowing players to cross to the tougher levels more easily. The game also has three control options to help players select their favorite game control method.

About SuneX Games

We are SuneX Games, a young German-based company with a small international team and a strong passion - game design and development. The company started operations in May 15, 2014 and was founded by Tobias Mittelstädt, with more than 7 years of experience in game development, and Jakub Derbich, Finance Controller from the industry. All artwork was created by Mikey Hodkinson, pixel art and digital art specialist.

Our focus is on mobile and computer games for players around the world. To see someone playing our game in the underground or in a cafe would be the best feeling for us.

Read more at <http://www.sunex-games.de>

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