



Nashville Area Indie Studio Releases First Game

TetraBlaster offers a new twist on a classic game

Bencin Studios has released a new mobile game called TetraBlaster – available now for Android and iOS. TetraBlaster is a fast-paced puzzle game that offers a fun twist on the classic block game made popular by Tetris. Instead of simply rotating and moving the falling blocks with the controls, TetraBlaster challenges players to “blast” the falling blocks to form the desired shape or to move them into the best position. The game features addictive gameplay with a variety of different skins, themes, leaderboards, and other rewards to let players enhance their gameplay experience. TetraBlaster is one of those games that’s easy to play but takes some practice to master.

As you clear lines to advance your score and level, the speed of the falling blocks increases accordingly to keep players on their toes. This is where the twist of “blasting” really challenges players to stay a few steps ahead and think fast about where to aim and shoot. TetraBlaster scratches that itch that players look for in a casual mobile game – one they can pick up and play for a few minutes to pass time, or for hours as they try to beat their high score.

Founder and CTO Benjamin Howard is proud of what his studio has been able to accomplish since they opened. “We’ve done a lot of great development and art work for our clients, but this is the first game we can truly call our own. The team is excited to get a game out there with our name on it. We are passionate about what we do and want to make games that are fun to play and offer memorable experiences.”

Benjamin is hopeful that his studio and other local game developers can help spotlight Nashville as an up-and-coming tech hub, leading to more development opportunities for everyone. “There are a handful of indie game studios in the Nashville area just like us, and it would be great to show the world that Nashville can make amazing games, to go along with the amazing food and music.”

TetraBlaster can be downloaded for free from the [Google Play store](#) and [iOS App store](#).

About Bencin Studios

Founded in 2016, Bencin Studios is an independent gaming and software development studio located just south of Nashville in Smyrna, TN. They have been developing games and simulations for clients over the past couple of years with their small team of programmers and artists. One of the studio’s previous projects was nominated for an award as part of the 2018 SXSW’s Interactive Innovation Awards. Their augmented reality collaboration with Jesse Courtier, MD, at the University of California, San Francisco, called RadHA (Radiology with Holographic Augmentation), was recognized as a finalist in the VR/AR category. Additionally, Bencin Studios has developed games and simulations for clients in the aerospace, tradeshow, and education industries.

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[Link to Press Kit](#) including game screens, trailers, and bencinStudios logo.

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