Heyworks inc.

Andrey Klimovich

[a.klimovich@heyworks.com](mailto:a.klimovich@heyworks.com)

FOR IMMEDIATE RELEASE

**Pocket Troops, A Charmingly Strategic War Game, to Launch on iOS December 3rd**

*Humor-filled, family-friendly war game to cultivate unique experience where no trooper dies in battle*

Minsk, Belarus (December 3, 2015)—In Pocket Troops, a charmingly strategic war game, players will take on the role of Commander as they recruit and train their army to enter into strategy-fueled bite-sized battles. Players will need to work to choose their ideal squad and equip them with skills that they will be able to take into each unique battle to be victorious.

As Commander, it’s the player’s job to equip each trooper with the best skills and training possible, and to give them the best chance at winning in battle. In order to do this, they’ll have to tap into their strategy skills, trying to figure out which combination will provide the best balance for the troop as a whole. **C**ommanders will be able to choose from skills like laser sight and resistance to blindness and weapons such as sniper riffles and Remington shotguns.

Commanders will be able to evaluate and scope out their competition—other armies from around the globe—using the information gained to help them determine how to best train and equip their troopers. They’ll have to strategize how to uniquely approach each battle based on their troopers’ skills and the enemy’s strengths. Although the battles are small in nature, pulling of a win feels epic. If the battle doesn’t go in the Commander’s favor, they’ll be able to evaluate what went wrong, making different strategic choices in the future.

Taking care with each trooper they choose to be part of their squad, Commanders will get to know each individual trooper’s personality and skills, forming a special connection with each member. Designed to be a strategically challenging yet uplifting war game, the developers, Heyworks Inc., wanted to ensure that no trooper ever died in battle. Although troopers will get injured, they will be able to go to a hospital where the Commander can work to nurse them back to health.

Created with cartoonish graphics and riddled with war-time humor, the developers wanted to create a game that felt aesthetically familiar yet created a unique experience for players, while redefining what the war game genre means. Although the game mechanics are quite challenging and involve a great deal of strategic thought, the game itself evokes feelings of nostalgia and bonds the Commander with the troopers they’ve selected and trained.

The game modes in Pocket Troops consist of Player vs. Player and Player vs. Environment. In Player vs. Player, Commanders will be able to enter into battle with various armies around the world. Alternatively, in Player vs. Environment, players can compete against Professor Evil (the AI) working their way through narrative-driven battles.

Pocket Troops will be available beginning Thursday, December 3rd for free on the iTunes App Store for iPhone and iPad. For more information visit: <http://presskit.pockettroops.com/sheet.php?p=pocket_troops>

**About Heyworks, Inc.**

*​*Heyworks, a team of fun-loving developers and pixel lovers, unites geeks, nerds, gamers, designers, PM’s and a guinea pig named ​Boris. We build our games slowly and definitely pay too much attention to details.

However, we make games because we love it and it's a huge passion of ours. We're focused on creating beautiful games that connect deeply with players providing nostalgic and memorable experiences.

Although we've previously delivered more than 20 games and apps, we're very excited to release Pocket Troops as our first fully independent project. It's been a labor of love of the last two years, passing through 2 iterations of complete re-design so the game can be as good as possible.