

Bomb Bots Arena Hard Facts

Title	Bomb Bots Arena
Developer	Tiny Roar
Genre	Multiplayer, Action, Couch
Platform(s)	PC, iOS, Android, Switch, Mac (Crossplay enabled)
Release Date	June 1st, 2020
Players	1 to 8+ (online), 1 to 4 (local)
Price	F2P
Web	www.bombbotsarena.com
Community	www.discord.gg/bombbotsarena
Hashtags:	#bba #bombbotsarena #gamesförderung

About

Bomb Bots Arena is a bombastic online multiplayer brawler (B.O.M.B) that lets players compete against frenemies and online players around the globe.

Players get to customize their very own Bomb Bot and send it into battles in order to level up and unlock new abilities. Punch your enemy to stun them, shield yourself from a fatal explosion or chase after your rivals with the remote controlled bomb - you decide your favorite combo of abilities.

Play alone or invite over some friends to play with and create your own rules in the custom match mode. The game will be updated regularly with new modes, rule sets, seasons, customization and much more to keep players invested. Communication with the community is key and the team is making it their priority to keep the game interesting and eventually make it the definite game of the genre.

The game is free to play but not pay to win. Players can spend money on special cosmetics to support the devs and look fierce while doing so.

Behind the scenes

Bomb Bots Arena is a love letter to the countless hours we sank into games that we played with friends when we still had homework to do and no rent to pay.

Founded by two best friends that bonded over gaming way back in school, Tiny Roar is a studio from Hamburg, Germany that focuses on creating a variety of games that reflect the team's individual passions.

While Bomb Bots Arena started out as a side project to have something to play in order to let the work day fade out, the team was among the first to score the German games funding from the Federal Ministry of Transport and Digital Infrastructure in 2019. Finally being able to commit on their first own game full-time was a huge deal for the team.

Therefore the game oozes commitment from each individual team member: May it be the designs of the Bots which are heavily influenced by the favorite pop culture elements of the artists, the soundtrack that revisits that French touch electro music from the 90s or the abilities that are inspired by special moves from various video game characters. Every element has been a product of enthusiasm and the hope to get players go *"I love this."*

Thanks to the Photon Quantum Engine the game allows Crossplay across all platforms. Players can take their progress with them wherever they go and on what they want to play.

And if they don't have enough controllers, their friends can simply download the game on their phone and join in on the fun for free. Finally the sentence *"Do you guys not have phones?"* does not feel condescending anymore.

After almost 9 months of development the robotic baby finally sees the light of release day but this does not mean that Tiny Roar will abandon its newborn project. Monthly seasons with exclusive rewards, new game modes and rule adjustments for custom matches will be added to the game after the release. The team wants to listen to the feedback of the community (which can be dumped into their discord) and add/change in a steady manner so Bomb Bots Arena is the go-to title of the bomb brawler genre and here to stay.

Studio History

Tiny Roar was formed in 2015 by two best friends, Robert and Maurice, who know each other since school. They bonded over video games and always dreamt about founding their own studio someday. After years of gathering XP in different studios and projects the two finally pushed through and bootstrapped their own company.

Their goal was not to collect big investments or grow fast, but rather create a studio they would love to work for. Distilling the experiences they collected at other studios and from the lean startup approach they created principles like a strict no crunch policy and an infinite amount of paid holidays. The founders don't think that game development is a passion job you should suffer for. Instead it should be a place where passionate people can nurture their creativity and be involved. That's why all important information like finances are shared with each employee and although the two founders are the most senior staff, everyone's opinion weighs the same. If an idea does not get everyone excited it is ditched in favor of something the whole team celebrates.

The last five years the studio worked on external projects exclusively for publishers like Kalypso, SpilGames, Outfit7 and Assemble Entertainment to build a foundation and was able to grow from three to eight people.

Thanks to the german game funding initiative the studio is now able to focus on their first very own IP and is happy to go into a territory they might terribly fail at.

Apart from Bomb Bots Arena the studio is working on a fast paced multiplayer shooter called Hellfire for mobile and Switch and other unannounced titles that will be released throughout 2020.

Reddit

We are Tiny Roar and in nine months we created Bomb Bots Arena. A bomb brawler game coming to Steam, Mobile and Switch.

Hey everyone. We are Tiny Roar a small studio from Germany that worked for 9 months on a love letter to one of our favorite game franchises in the hope to create something fresh and exciting. In Bomb Bots Arena you can expect fast paced multiplayer sessions on the go or for a whole evening on the couch with friends. You can level up and win new body parts for your Bomb Bot and unlock abilities you can use in battles.

These are one of the key features of the game and the biggest change to other games of that "genre". For us it was important to keep the accessibility of a party game, but we wanted to add elements that would allow you to master the game and play it competitively.

The abilities range from something simple like kicking bombs or jumping over obstacles to controlling a little bomb minion that chases after your rivals.

If you don't like our twist to the proven formula you can head into custom match and set up the game rules how you prefer them.

The game allows crossplay so you can take your progress from PC to your phone to play on the go or join your friend on the Switch if he has not enough extra controllers.

We are adding new maps, modes and abilities as the game releases. Our biggest focus is (of course) a battle royale mode.

We hope this got you excited and that you might enjoy the game. Please provide us with feedback and let us know what is missing.