

Abstraction Games B.V.

Deken Manderplein 2-4

Valkenswaard, The Netherlands

tjien.twijnstra@abstractiongames.com

Heroes of Loot release

Valkenswaard, September 21, 2015, Abstraction Games proudly announces today that Heroes of Loot for the PlayStation®Vita will be released on September 22 in North America and Europe.

Tj'ien Twijnstra: "We're proud to announce that Heroes of Loot of award winning Indie developer Orange Pixel will blast its way onto the PlayStation®Vita.

Heroes of Loot is like classic gauntlet with twin-stick mayhem, a rogue-like filled with actions. Player's find themselves in dungeons filled to the brim with ghosts, skulls, cyclops, critters and much more.. survive using quick reflexes, level up to improve your weapon, and if you have time complete some quests for extra loot and upgrades.

There are various secrets to uncover, hidden rooms full of special items to find, and perma-items to find and collect for extra power.

The PlayStation®Vita version is the definitive version with precise physical controls, Leaderboards and Trophies. Released with a very reasonable price tag of just \$2.99 / €2.98 and an additional discount for PSPlus members, we believe we're giving excellent value for money."

For press inquiries please contact tjien.twijnstra@abstractiongames.com or check the website <http://abstractiongames.com/project/heroesofloot/>

About Abstraction Games

Abstraction Games was founded in 2007 by Ralph Egas and incorporated in 2011 by co-founders Ralph Egas (CEO) And Erik Bastianen (CTO), both game industry veterans.

Abstraction Games is a game development and platform adaptation studio favored by players, publishers and passionate dev-partners alike. We create, adapt and publish great games from- and to any imaginable platform. Most notable work so far by Abstraction Games includes the conversion of best-sellers like "Hotline Miami and Hotline Miami 2: Wrong Number for PlayStation platforms", "Angry Birds", "Cut The Rope", "Awesomenauts Assembled" and "Rogue Legacy". Given the opportunity to work on such high end and well known titles we show that our partners entrust Abstraction Games with their property and expect us to deliver high quality software.

As of September 2015 Abstraction Games has 28 full-time employees and is looking out to expand their publishing portfolio as well as realizing its ambitions to create their own IP.