



Born Ready Games announces *Strike Suit Infinity*

The makers of Strike Suit Zero will soon launch standalone highscore chaser

Guildford, 23rd April 2013. Today, development studio Born Ready Games has announced its latest addition to the *Strike Suit* universe, *Strike Suit Infinity*, which will be released for PC on 30 April 2013. The wave-based score-chaser is a standalone title, not requiring the main game to play. *Strike Suit Infinity* combines all the skills and manoeuvres players will have used in *Strike Suit Zero* and has been designed to provide endless challenge for competitive players through online leaderboards.

In *Strike Suit Infinity*, players fight to stay alive as long as possible against a never-ending army of enemies, with the intention of surviving each round and climbing as high up the leaderboards as possible. Each round is comprised of numerous waves of enemies, which get progressively harder. In order to reach the top of the leaderboard, players will need to successfully chain their scoring to increase their score multiplier. The multiplier will decay however, so players must maintain rhythm while quickly despatching enemy ships.

In between the rounds, players can use credits earned during combat to purchase reinforcements. Reinforcements range from Interceptors and Fighters all the way up to Cruisers and Frigates – challenging players to make strategic choices to get to the top of the leaderboard.

Strike Suit Infinity will be available via Steam from 30 April for \$6.99, £4.99, €5.99.

Owners of *Strike Suit Zero* will be excited to learn that Born Ready Games will soon also release the *Heroes of the Fleet* mission pack DLC for the game. Further details on this pack will follow shortly.

About Born Ready Games

Founded in Spring 2012, Born Ready Games is a UK-based independent developer and publisher of video games. On the 23rd January 2013, they released the PC version of the space combat game *Strike Suit Zero*, in which players battle to save the Earth from imminent destruction using a transforming fighter craft known as the "Strike Suit". The team is also working on a Mac and Linux as well as Oculus Rift compatible version of the game, which shall be released later in the year. On April 30th 2013 they will launch the standalone score-chaser *Strike Suit Infinity*, which is set in the *Strike Suit Zero* universe. www.bornreadygames.com.