



Platforms: PC (For now)

Players: 2 - 4

Genres: Casual, Party, Arcade Multiplayer

Developer(s): Lauren Morgan, Jessie Kelly, Rachel Appleyard, Thomas West, Eva Kondela

Publisher: Self-Published

Languages: English

Early Access release date: 31st July 2024

ABOUT THE TEAM

Our team is made up of five core members: Lauren Morgan (Lead Game Design / Production), Jess Kelly (Lead Programming), Thomas West (Generalist), Rachel Appleyard (Social Media / Community Promotion) and Eva Kondela (Technical Artist). We are a group of Game Design students at the Technological University Dublin, Ireland and we're passionate about creating great, memorable games that anyone can play. Additionally, the BattleClaws Original Soundtrack was created by the wonderful Markus Korczyk.

ABOUT BATTLECLAWS

Brace yourself for mechanical mayhem in BattleClaws, a fast paced competitive party game. Collect as many points as you can to claw your way to victory, mastering round-shaking power-ups and outmanoeuvring rivals to secure the high score (and bragging rights). It's a Claw em'up collectathon that'll test your skills and your friendships!

BattleClaws was originally created through a design test that challenged us to create a game with minimal controls. This limitation led to the "Claw Machine" gameplay mechanic that is naturally intuitive to anyone who has ever tried to win a stuffed toy at an arcade! With the initial prototype complete, it felt natural to continue development and expand the core concept into a fully fledged party game. BattleClaws has been showcased at a number of notable games related conventions to date, including Gamerfest 2024 and Dublin Comic Con! A self-published passion project (for now),

BattleClaws is currently available to wishlist on Steam, and will be released in early access on JULY 31st 2024, with more exciting features and content to come.

KEY FEATURES

Multiple ways to play: Competitive battle royale Claw em'up? Or Custom Mode madness! The choice is yours. BattleClaws will release with a number of game modes to suit a variety of gameplay styles! Choose between our standard elimination game or create a custom tournament with your choice of rounds and time limits.

Game Changing Power-Ups: Shake it up! Grab the special collectibles and introduce random effects to the round. Temporarily lock down a dropzone, slow down your opponents, double your points or shuffle the drop zones around to add some chaos to the mix.

All time leaderboard: Grab the opportunity to leave a lasting mark on the all-time high score leaderboard. Secure your bragging rights by cinching the top score and rub it in whenever you get the chance.

Accessibility: With minimal controls (A button and Left Joystick), BattleClaws is easy for players of all ages or skill levels to pick up and play. We have designed BattleClaws with colorblind friendliness in mind, among other settings to ensure inclusivity and accessibility for all players.

PREVIOUS MEDIA HIGHLIGHTS

"Quick, zany and utterly hilarious. It could very well be the perfect party battleground for your next virtual bout with family and friends." - [Barry O'Rourke, RTE Lifestyle Journalist](#)

"This is a simple party game, but one that is deceptively skillful..." - [Sam Hayes, Geek Ireland](#)

IMPORTANT LINKS

BattleClaws on [Steam](#)

BattleClaws Website - battleclaws.com

High Resolution [Screenshots and Photos](#)

CONTACT INFORMATION

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