

A ROBOT NAMED FIGHT!

OVERVIEW

Developer: Matt Bitner Games

Platforms: Nintendo Switch, Steam (PC, Mac, Linux), Windows Store

Website: <https://arobotnamedfight.com>

Social: <https://twitter.com/RobotNamedFight>

Email: arobotnamedfight@gmail.com

Trailer: <https://www.youtube.com/watch?v=ZNfyjCv2tE>

DESCRIPTION

A Robot Named Fight! is a metroidvania roguelike focused on exploration and item collection. It's developed solely by one guy, Matt Bitner. The game is a love letter to retro classics such as Super Metroid, Contra, and Mega Man, but also draws inspiration from modern indie classics such as The Binding of Isaac.

In A Robot Named Fight! you will explore a different, procedurally-generated, labyrinth every time you play. You'll discover randomized power ups that allow you to traverse obstacles and discover new areas beneath the surface of a meat infested robot city. As you delve deeper you'll discover a rich narrative conveyed through gameplay and environmental hints. Be careful though, death is forever in this roguelike metroidvania.



You will also explode a whole lot of meat beasts with your blaster arm.

FEATURES

- Over 4 billion unique runs
- Roguelike Permadeath
- New item order and intended route every playthrough
- 100+ items
- 70+ unique enemies
- Achievements that unlock new content
- Local Co-Op
- Seeded Runs
- An unreasonable amount of meat!



“Matt Bitner’s passion project is one of the finest Metroidvanias on PC and something that any action-platformer fan will enjoy - 4.5/5” -- Hardcore Gamer

“A Robot Named Fight is a fantastic little game that suprised me with the ability to retain the identity of both the roguelite and the metroidvania.” -- ingeniousclown Gaming

“Aside from just being fun to run around in, A Robot Named Fight! is honestly a monumental achievement, as it was developed by a single person!” -- Studio MDHR via Giant Bomb