

# Treefortress presents Bardbarian

*A tired barbarian pursues a career in music to save his town.*

## What genre is the game?

It is a mixture of Tower Defense, RPG & RTS with some shoot'em'up and Snake elements.

## What's the Story?

You play as Brad the barbarian, who is awoken to the sounds of his town under siege. Today is different though; Brad has grown tired of fighting all the time. The usual grind for XP has grown dull, and he has decided to pursue his dreams of making music instead of shedding blood. Fashioning a lute out of an old axe, he steps out to save his town through musical inspiration.

## What's Gameplay like?

Move Brad around the battlefield and dodge incoming enemy attacks and projectiles. Brad is constantly playing his axe-lute and generating notes, standing still will cause him to "jam" and generate notes even faster. These notes act as your in-game resource; you can spend them to perform solos to summon units to follow and fight for you, as well as solos to boost their performance.

Navigate your party through the hordes of enemies, dodging and attacking, preventing them from destroying your town's prized decorative crystal. Survive waves to progress, collect loot, and unlock new units. Upon death you are able to visit the town shop in order to upgrade Brad, the town and your followers, in hopes to make it further next time. Finished story mode? Play Endless and Survival modes for some fun, fast and competitive gameplay variety, set your best scores, collect achievements and challenge your friends via GameCenter integration.

## Features!

- Beautiful, hand-drawn artwork from start to finish
- An awesome Rock/Metal original soundtrack by Maximum Satan
- Bizarre genre-bending hybrid gameplay
- Gamecenter Integration with Achievements and Leaderboards
- 12 unique units to unlock
- Customize your party loadout; Over 200 possible combinations
- Collect loot from your fallen enemies and upgrade Brad, the town, and your units
- A difficulty curve that will punish you for making mistakes, and you will
- Over 8 enemy types to make you regret everything
- 4 Epic boss battles to crush your spirits
- Endless and Survival modes with leaderboards for when you're feeling competitive
- There's a dinosaur boss
- Ratcoon!

## **When can I play it?**

Bardbarian will be available on iOS via the app store for \$1.99 on January 16, 2014 through our publisher BulkyPix. It was created by Treefortress Games.

## **Tidbits:**

[Bardbarian.com](http://Bardbarian.com)

Developed by [Treefortress Games](#)

Published by [BulkyPix](#)

[Game Trailer](#)

[Steam Greenlight](#)

[Coder \(Shawn\)](#)

[Artist \(Mike\)](#)

[Bardbarian was inspired by a flash game on kongregate called snake squad!](#) Was created by 2 guys over the course of 1 year.

## **Social:**

[Treefortress Twitter](#)

[Treefortress Facebook](#)

[Brad Twitter](#)

[Artist Twitter](#)

## **Contact:**

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