

FOR DISTRIBUTION ON 22nd APRIL, 2pm BST / 9am EST / 6am PST

To request a code for Radio Viscera on Steam, please email - Matt@neonhive.co.uk

To view the press kit for Radio Viscera, please visit - [Press Kit](#)

To view Radio Viscera on Steam, visit - <https://store.steampowered.com/app/1303480>



Fast paced, top-down but bulletless shooter Radio Viscera comes to Steam in Q3, 2021.

Blast your opponents through walls and use physics to your advantage in this bloody arcade action game

Ottawa, Canada, [DATE] - Alliance Games in conjunction with solo developer Owen Deery at Fire Face, today announce Radio Viscera, a brutal but bulletless top-down arcade shooter comes to Steam in Q3, 2021. Combining frantic combat with a physics-based air-powered excavation device, Radio Viscera shows you that walls are simply temporary objects that opponents can be rammed through to create wild combos and hilarious gameplay.



In an attempt to escape a satanic Y2K compound and its most loyal followers, Radio Viscera has you creating your own exit routes by blasting through walls and other obstacles, all while being surrounded by deadly machinery and devious traps. On your journey of absolutely no self-learning or redemption seeking, you'll use the level to your advantage by slicing, crushing, pummeling and ultimately decimating the Cult in weird and wonderful ways, while the games in-built GIF creator captures all the frantic action for you to relive at a later date, or post to social media in a heartbeat.



“We’re delighted to not only be adding such a unique game to our roster, but also have such an incredibly talented developer releasing their game under our label” said Nathan Gelman, Director of Publishing at Alliance Games. “That all of this has come from a one person developer blows us away and we’re really excited for people to finally see it”.

“I’m delirious about finally being able to show off this crazy thing I’ve been working on for 3 years” said Owen Deery at Fire Face. “I’ve poured a ton of creative energy into this project and it’s become the most complex and frenetic game I’ve ever made. I think anyone who likes chaotic action and exploding body parts will have a good time with it.”

Radio Viscera is available to wishlist now on Steam at <https://store.steampowered.com/app/1303480>

To keep up to date with Owen Deery at Fire Face, follow his [Twitter](#) for more.

About Alliance Games

Alliance was originally founded in 1989 and we’ve been bringing great games to market ever since. Today our operations include game development, publishing in both digital & physical formats, and retail distribution. We believe in fully supporting development teams so they have the freedom to innovate, take risks, and make great games.

About Fire Face

Owen Deery is a Canadian game developer, artist and musician. Since 2011, he has built games for console, PC, mobile and web under the banner of Fire Face. Owen is known for using his own custom engines and tools to produce colorful, abstract and sometimes psychedelic experiences.

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