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CALL THE EXTERMINATOR: BUG DESTRUCTION IS AT HAND

The Personal Space Invaders Redefine the Top-Down Genre With Their Take On Bug Extermination

Winter Park, Florida – Monday, November 1, 2010 – As the Personal Space Invaders (PSI), a division of Snarky Studios, near completion of their newest title, *Mini-Mech: Exterminator*, more details surface about their take on the top-down shooter genre. Being the studio's first title, PSI has set high standards for themselves, striving for excellence.

Offering the player the ability to take control of the latest in bug extermination technology, *Mini-Mech* redefines what delivering bug justice can be all about. Tasked with clearing a house-wide infestation, *Mini-Mech* must utilize its arsenal to take on a horde of insects and defeat the ant queen to quell the infestation within the household.

“We want to make the player feel pitted against overwhelming odds... and then take them all out with an overabundance of weaponry”, said Rodrigo Alvarez, Lead Gameplay Designer for the Personal Space Invaders. As such, *Mini-Mech* will have the player battling hundreds of insects on-screen at any given time.

Mini-Mech: Exterminator is slated for an early-Spring 2011 release on PC. For more information on the game, follow the development team on the [Mini-Mech Facebook Page](#).

The Personal Space Invaders is one of two divisions within Snarky Studios, tasked with creating innovating games of excellence. The studio is composed of a diverse team of developers, artists and producers; all of which are devoted to creating the highest quality of entertainment games within their abilities.

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