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THE WORLD CLAMORS FOR MINI-MECH SALVATION

Mini-Mech: Exterminator Destroys Competition in Sales as Easily as Bugs

Winter Park, Florida – Thursday, February 17, 2011 – The Personal Space Invaders' *Mini-Mech: Exterminator*, a top-down shooter with a quirky personality has come out as a surprise favorite of the public following its release. Boasting sales of over 300,000 copies of the game across platforms, this hidden gem has established itself as a fan favorite mere days after its release.

“Who wouldn’t want to dispense bug justice as an unstoppable force of machinery?” raves Kotaku in its review of the title. Lauded not only for its comical protagonist, but its multiplayer, *Mini-Mech: Exterminator* exceeded all expectations in sales and appeal.

Game Informer gave the title a 9.5 in its review, stating that “you simply won’t want to stop until every bug has been dealt with, so why not bring a friend along for the job?” Already, the online leaderboards for the game have seen intense competition between players, both in the solo campaign and the multiplayer adventure.

However, the Personal Space Invaders are not simply resting on their laurels. Already the team is working towards a series of new content available for download that will expand both the single and multiplayer experience; it will be released in the near future.

Mini-Mech: Exterminator is out now on PC and XBLA Arcade with a price of \$14.99 for both platforms. For more information on the game, follow the development team on the [Mini-Mech Facebook Page](http://www.facebook.com/pages/Mini-Mech-Exterminator/136091156442152) (<http://www.facebook.com/pages/Mini-Mech-Exterminator/136091156442152>).

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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