**Twin-stick shooter *Trident’s Wake* bringing some serious firepower to PC**

*Humanity’s last hope lies aboard the Trident. Upload your mind to a combat Sentinel and take back what’s yours*

8th March 2018. Mendoza, Argentina – Independent game developer Bacus Studios today announced that its hardcore twin-stick shooter *Trident’s Wake* will soon be making its way to PC's across the galaxy. Tasked with taking back a colony ship, *The Trident*, from an unknown alien force that has infested its decks, players must upload their human consciousness (known as an Echo) into a combat robot Sentinel and take back the ship sector-by-sector. Featuring over 20 hours of campaign, multiple character classes, an arsenal of deadly weapons and online co-op for endless replayability, *Trident's Wake* is a fresh new addition to the twin-stick shooter genre.

Humanity has left Earth with its last consignment of embryos aboard the colony ship, *The Trident.* Adrift in deep space, *The Trident* has been overrun by the alien scourge and only you can stop them. Players must progress through multiple sectors aboard the ship including the open-ended Industrial Zone, Storage Bay, Hangars and the ship's Medical Facility, among others. Each level is populated by nine distinct enemy types – ranging from close-quarter shotgun-wielding Humanoids to Kamikaze units that rush the player and explode after a short delay.

Differentiating itself from the other twin-stick shooters, *Trident’s Wake* features a two-tier currency system in addition to traditional XP for its progression system. The first currency, Matheria, allows players to unlock and customise up to 11 unique weapons. These include standard bullet-based weapons such as Assault Rifles, Shotguns and Miniguns to Plasma Rifles, capable of powerful kinetic damage and laser-powered Beamers that pierce through enemy armour with pinpoint accuracy. Matheria can also be used to unlock and upgrade different Sentinel abilities. Rarer tier-two currency known as Weapon Parts is used to upgrade weapons through multiple tiers for increased damage, reload capacity, accuracy and magazine size.

Both currencies also allow players to upgrade three unique character classes, known as the Sentinel Chassis. Each Sentinel Chassis can choose from up to 9 unique abilities. Abilities include both offensive and defensive power-ups, such as the Shield Nova – a shockwave-blasting offensive ability and the Bulwark, a temporary barrier that absorbs enemy gunfire.

*Trident’s Wake’s* is designed with maximum replayability and variety in mind as its level designs, enemy spawns, and objective types are randomised with virtually no repetition. Gameplay variety will be further enhanced with online multiplayer modes including local couch co-op or online multiplayer with friends, supporting up to 4-players.

-------Ends-------

**About Bacus Studios**

We're a game development company based in Argentina. Our goal is to produce the highest quality games by merging the professional methodologies of the industry leaders with the creative power of passionate gamers working on something we're able to explore and experiment with. As avid gamers ourselves, it is our foremost priority to produce something that's fun and engaging for as many other gamers as possible.

Website: [http://www.bacusstudios.com/](http://www.bacusstudios.com/%20)

Twitter:<https://twitter.com/bacusstudios>

Steam: <http://store.steampowered.com/app/704880/Tridents_Wake/>

**Notes to Editors**

Access the press kit containing the release and visuals here: <https://drive.google.com/drive/folders/1F2zrS_Uz3LmFYZ9JnuHOWb2uEK-m9Xz6?usp=sharing>

For more information please contact:

Theo Tsangaris - theo@biggamesmachine.com

TEL: +44 (0) 203 637 4244

Big Games Machine -<http://www.biggamesmachine.com>