**Fact sheet**

**Developer**Nuked Cockroach Studio  
Based in Tunis, Tunisia  
  
**Release Date**Summer 2016 **Platform**  
Steam: PC  
  
**Website**[www.veterans-online.com](http://www.veterans-online.com)  
  
**Regular Price**Free-to-play

**Description**

Praise the “Veterans”, a fresh Free to Play Top-down Shooter, for those who enjoy simple, yet tactical multiplayer battles. While initial impressions bring to mind more fast-paced twin-stick shooters, the game quickly reveals itself to be a more careful and considered affair.

The most proven and talented military combatants, will compete in solo and in teams for their survival and the fulfillment of their duty across a variety of battlegrounds and unique game modes.

Combining RPG and Arcade genres, unlock abilities and upgrades which best suit your playstyle as you progress into Veterans' achievement system.

Tie your bootlaces and prepare for war, soldier!

**History**

One of Tunisia’s very few games studios, Nuked Cockroach first saw the light of day in 2014. The studio’s founder, Aron Gharbi, is an entrepreneur who raised the necessary money by launching a very successful pizza restaurant chain. Rallying a rag-tag team of people from all backgrounds passionate about video games, Nuked Cockroach is now developing Veterans.

The game idea was initially created in 2 days, for the sole purpose of entertaining the studio’s developer. They kept playing it and found it very fun and amusing. Hence, the focus of the studio switched to toward marking it a more developed game: an online, multiplayer & faced paced shooter.  
The development of the game, started officially in late 2015.

Nuked Cockroach’s team were presents in the “Game Developers Conference” 2016, “MENA Games Beirut” and in the “MCM Comic Con London” to gather feedback and offer testing opportunities to the players.

**Features**

* Focus on tactics and teamwork, with a dynamic team-based player-vs-player.
* Gear and abilities upgrades based on player level
* Take pot-shots at other players
* Tactical gameplay modes and different missions from flag capture, team matches and death matches
* Deeply customized gameplay to reward skilled and experienced players: e.g. performing a headshot can take time to master.
* A Free to play game that is not pay-to-win.