

DODGY ROCKS by NIVRIG GAMES

Crazy high-speed endless arcade dodging in an 8-bit style

You'll just have to have one more try!

Northern Ireland, September 16th 2019: Independent games developer **NIVRIG GAMES** is proud to announce the worldwide release and availability of **DODGY ROCKS** to the itch.io games store for Windows, MacOS and Linux.

Dodgy Rocks is a single-player, high-speed endless score chaser that combines addictive gameplay with an authentic 8-bit arcade feel and features that modern gamers expect.

Dodge the rocks and other projectiles coming your way for as long as possible. Dodge, dash, kick and smash your way out of tight spots to survive just one more wave. Discover and master advanced moves to rack up your bonus and climb the online leaderboards, before testing yourself against the next difficulty level. Are you ready for NIGHTMARE? We don't think you are.

Dodgy Rocks began as a Power Rangers™ fan game made for the lead developer's son, and is being released on his birthday. Growing from a jam to create something the entire family could play, the game has been greatly enhanced to offer deeper mastery and gameplay to challenge even the most skillful gamers.

With its addictive gameplay, online leaderboards, four levels of challenge, intuitive controls and authentic aesthetic, Dodgy Rocks is a great addition to any portfolio of favourite games.

Download your copy today! How dodgy can *you* get?

<https://nivrig.itch.io/dodgy-rocks>

Journalists interested in further information or additional assets are welcome to contact the developers by sending an email to hello@nivrig.com. Members of the press are likewise encouraged to visit the following links for the latest news and information.

Dodgy Rocks Press Kit:

<https://www.indiedb.com/games/dodgy-rocks/presskit/all>

Dodgy Rocks Store Page:

<https://nivrig.itch.io/dodgy-rocks>

Dodgy Rocks on YouTube:

<https://www.youtube.com/watch?v=oUjDBdElajQ> (trailer)

<https://www.youtube.com/watch?v=w9lj1Hw5X3c> (gameplay - hard)

<https://www.youtube.com/watch?v=7r9cMopxBOY> (gameplay – nightmare)

Developer Bio:

NIVRIG GAMES is John Girvin, a Respawned 80s Game Developer who got bored writing insurance software for other people and decided to misspend some more time in much the same way as he misspent much of his youth: making games. Except this time not in 100% Assembly Language or on 8-bit home micros. Probably.

Full Bio: <https://nivrig.com/page/about.html>

Web: <https://nivrig.com/>

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