



BFF or Die

An award winning tactical-action-puzler for up to four players.

Release Date: TBC

For PC, Mac, Linux, PS4 & Xbox One
by [Honey Tribe Studios](#)

Contact email: shaz@honeytribestudios.com

Links

Download the alpha demo: [Itch](#) | [GameJolt](#) | [Indie DB](#)

Video: <https://www.youtube.com/watch?v=8XlrjuAHCJI>

Kickstarter: <http://tiny.cc/bffkick>

Steam Greenlight: <https://steamcommunity.com/sharedfiles/filedetails/?id=638069993>

Images: www.honeytribestudios.com/press/bff/Screenshots.zip

Gifs: www.honeytribestudios.com/press/bff/gifs.zip

Player reaction videos: [Playlist](#)

Youtuber playthroughs: [Playlist](#)

Awards & Achievements

GameOn 2.0

BFF or Die was awarded best multiplayer game by an [industry panel of judges](#) in the UK leg of [Game On 2.0](#). It was part of a 9 month exhibition showcasing the history of video games.

Develop Showcase

In 2016 it was picked to be in the [Indie Showcase at Develop Conference](#), the largest game developer event in the UK.

PAX

[Intel to feature BFF or Die](#) at PAX West in Seattle.

Steam Greenlight

BFF or Die was successfully [Greenlit](#) after only 6 days on the platform with a positive community response.

Square Enix Collective

BFF or Die was selected to be showcased on the [Square Enix Collective](#).

Dev team:

Game design: Shaz Yousaf

Programming: Andrzej (Anj) Zacher

Art: Alicher (Alex) Baynazarov

Introduction

BFF or Die is an award winning tactical-action-puzzler for up to 4 players. When four alien flunkouts from the Intergalactic Time Academy go joyriding in a faulty ChronoCrosser, they soon find themselves trapped in Ancient Egypt, with nothing to defend themselves but cunning, cooperation and camaraderie!

To avoid the dangers that lurk in the labyrinths all players need to work together! Each member of the team controls a different ability - lights, decoys, teleportation and more; teammates must combine their skills strategically if they're going to escape alive!

Fun for one, funner for four. It's the ultimate buddy cop movie! It's no child left behind! It's... BFF or Die!

Started in February of 2015, the dev team are currently at alpha version 0.22.5 which is a free download.

Talking points

- The game mechanics and experience feel original.
- Invited to the next PAX in Seattle, USA to show BFF or Die in the Intel booth.
- Choice of single or shared control pads (like Micro Machines), two people per pad.
- Choice of shared keyboard controls, one on WASD, one on arrows.
- Multiplayer is a very social experience, akin to tabletop games.
- One person got a job after playing with a stranger whose company was hiring. True story!
- Experienced gamers and non-gamers enjoy playing it together.
- Player feedback and observations have shaped the game development since the start.
- 800 people have played the work-in-progress demo at public events since development began, including at: Insomnia Gaming Festival, Gadget Show Live, Radius Festival, PC Gamer Weekender, WeGeek London, London Indies, Develop Conference, London Anime & Gaming Convention

Press Release

BFF or Die enjoys a string of successes; a new public demo is released, picked for the prestigious Develop Showcase in the UK, invited to PAX by Intel and... launched on Kickstarter! Honey Tribe Studios, the dev team behind the co-op multiplayer game will be keeping busy this year as they level up development and promotion.

Each year Develop Conference picks a roster of indie games to showcase at their annual event, the largest game developer conference in the UK. From 100 entries BFF or Die was selected to be showcased alongside nine other independent games. This follows from BFF or Die winning Best Multiplayer in last years GameOn 2.0 exhibition in the UK.

Intel have invited Honey Tribe Studios to showcase BFF or Die on their booth at PAX in Seattle, USA. To help demonstrate their new Skull Canyon PCs Intel are featuring a range of local multiplayer games at PAX that are perfect for friends and families to enjoy as a shared-screen, living room experience.

The latest demo of BFF or Die, alpha version 0.22.5 is available as a free download from Itch, GameJolt and Indie DB.

After a successful Greenlight campaign that ended after only six days, and seeing hundreds of people love playing the demo at public events, BFF or Die is [now live on Kickstarter](#). The development team are hoping to raise £15,000 to enable further development. The campaign will finish on 31st August 2016. The main features that funding will enable are online multiplayer, additional content and time zones and a new dynamic soundtrack.

Rewards for backers include 3D printed mini-figures of the main characters. A photograph of the first prototype is on the Kickstarter page. Three new characters are yet to be designed and printed. Backers can also get early access to the online multiplayer mode, a visual development diary, special character skins and VIP tickets to the launch party. The higher tiers allow people to get directly involved in the creative process by helping to name characters and design levels.

The dev team will be taking BFF or Die to a variety of gaming events, large and small around the UK over the Summer. The final appearance will be at Insomnia Gaming Festival at the Birmingham NEC, UK in late August.









Fan Art

<http://cusith107.deviantart.com/art/BFF-Or-Die-544441296>