“Boot Hill Heroes” Ready for Launch, On Steam Greenlight

After three years of development, including a successful Kickstarter and celebrated showings at PAX and C2E2, “Boot Hill Heroes” is now complete and ready for launch. The spaghetti-western, retro RPG has created a Steam Greenlight page and will be on sale on Valve's platform when it obtains enough positive votes for approval. Boot Hill Heroes is also coming soon to Sony's PlayStation Mobile platform, including Vita, with exclusive content.

“Boot Hill Heroes” takes up to four players on an epic RPG adventure through cowtowns, Indian villages, ranches, gold mines, prisons, and into the very heart and soul of the American Wild West. The game fuses elements of spaghetti western film -- like gunslinging outlaws, brave lawmen, and the untamed wilderness -- with classic fantasy storytelling of good versus evil and order versus chaos. It's an experimental combination of ideas intended to bring a new and unique experience to gamers.

A SPAGHETTI WESTERN FANTASY

"Boot Hill Heroes" is made by lifelong game fans that grew up influenced by console RPGs of the 90s and want to bring back those lasting experiences while revitalizing the genre with a new spin. Featuring a wild West story with adventure, drama and humor, and music by renowned game music composer Jake 'virt' Kaufman ("DuckTales Remastered," “Double Dragon Neon," “Retro City Rampage," “BloodRayne: Betrayal"), Boot Hill Heroes is intended to add some spice to the traditional RPG genre.

Music by Jake 'virt' Kaufman,

- 1 to 4 Player cooperative gameplay
- Real-time, command-based combat system
- Use Power Points in combat to attack as well as defend
- Wear job hats, learn new abilities
- Colorful and charming retro graphics
The game features a team of four characters -- Kid, Doc, Moon, and Rosy. A single player can control the entire party, or friends can seamlessly drop-in and take control of a character. Combat is crafted around a fast-paced, real-time strategy system where all players remain engaged in battle. The menu system is designed so that four players can simultaneously manage their characters’ equipment and abilities without pausing the game.

"This independent title blew me away with its features and I did not want to stop playing when the demo was over."
- Matthew Szewczyk, First Comics News

"...an interesting battle mechanic twist that feels refreshing, especially in multiplayer, as it makes battles much more involving."
- Johnathan Stringer, RPGamer

"...what really impresses me comes from the battle system. Fully integrated with the heretofore mentioned mechanics, battles require reflex, strategy, and knowing what you’re doing."
- Zachery Oliver, Theology Gaming

Steam: Steam Greenlight Page
Website: www.experimentalgamer.com
Twitter: @BootHillHeroes
Boot Hill Heroes Game Trailer
.Zip with Images and Artwork
Download 3 Tracks from the Soundtrack: