

Press Release

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**For Immediate Release**

### **Glacier Labs' Quirky Hockey Sim *Slapshot* is a Hit**

Sports fans are harsh critics, especially of the video games made from their favorite sport. While EA Sports chases the realistic hockey simulation in their ongoing *NHL* series, indie developers at Glacier Labs have struck gold with their first game, *Slapshot*. After its release on March 8<sup>th</sup>, the game has gained quite the following. Over 80% of reviews on Steam are positive, and the average player count is sitting around 230, with the peak being just above 500. For an out of the way indie hockey game, those are good numbers.

*Slapshot* doesn't take itself too seriously, despite the quickly growing fanbase. It's a physics-based hockey game, and the controls are easy to learn but hard to master. Luckily, there are already community made tutorials springing up for players who can't get the handle over their skater's stubby stick. As of now, the game is limited to two arenas, but the developers over at Glacier Labs have released an extensive [roadmap](#) detailing their future plans for the game.

*Slapshot* consists of 5-minute 3v3 games. Players control their cone shaped skater with WASD keys on the keyboard, and the stick is controlled by movement of the mouse. Right now,

the game is the most basic form of hockey. There are no offside lines, no referees, there aren't even set goalies yet. All players have to focus on is slapping the puck into the opposing net, a task that's easier said than done. For most of the community though, the lack of content isn't a problem.

In a time where every video game needs to be bigger and better than the competition, *Slapshot* downsizes things. The game feels like an arcade game, and in this instance, that isn't a bad thing. The community is already taking the game very seriously, holding custom tournaments and streaming on Twitch. The official Discord server is nearing 1000 members, including the developers. Players can speak with the developers freely here, and perhaps this bond is a key to *Slapshot's* growing success.

Sometimes simple arcade fun is best, and *Slapshot's* free-to-play status makes the game accessible to anyone with a Steam account and a computer. The game's open community and easy to reach developers have opened the doors for new players, and the positive reviews keep rolling in. From the outside, *Slapshot* should've failed, at least in the eyes of popular gaming media. It's buggy, hard to master, and visually lacking, but in the face of this the game is thriving, with more and more players lacing up the skates every day. Glacier Labs' first step into gaming was a great one, and like a fine wine, *Slapshot* is getting better with time.

For more information on the game, visit the Steam Page [here](#) or speak with Glacier Labs through their roadmap and Discord [here](#).