

Toast Time: Smash Up! - Coming Soon to Nintendo Switch!

FOR IMMEDIATE RELEASE

Bristol, United Kingdom, November 9th, 2018 – Force Of Habit has announced today a brand new title in the Toast Time series – Toast Time: Smash Up! - is coming exclusively to Nintendo Switch, and is available to watch list and pre-order now.

Fresh from the oven, Toast Time: Smash Up! brings the unique toast-based recoil & reload action from the appetising, breakfast-defence, cult smash hit Toast Time to the multiplayer brawler/eSports genre.

Return as TERRY (Toast-Ejecting Recoil & Reload sYstem) with a multitude of new, breakfast-based, zany, over-the-top awesomeness, and start a competitive multiplayer Smash Up at a bakery near you!

Trailer: <https://www.youtube.com/watch?v=iOM1IY5c7SM>

Release Date: 16th November 2018

Price: £7.99 / €8.99 / \$9.99

Pre-order Price: 10% off!

Pre-order is only available in EU and AU regions.

Launch week Price (NA region only): 10% off!

Toast Time: Smash Up! pits players (toasters) against each other with a variety of bread and breakfast-based projectiles: Bagels, Baguettes, Croutons, Crumpets, Doughballs, Toasties, etc., more than you can shake a breadstick at. Using only the recoil/propulsion from firing to navigate, players must outwit their opponents by positioning themselves within line-of-sight striking distance, all the while utilising their favourite breads to attack in full advantage and take each other out. It's mutually assured destruction.

Featuring 2 – 4 player local-multiplayer in 35 dynamic arenas, single-player in 54 musically choreographed missions, and newly localised into 6 languages (EFIGSP. JP, KO, ZH in post-release), Toast Time is now truly the global breakfast staple everyone deserves.

Force Of Habit's prime wizard and pixel-pusher Ashley Gwinell said about the announcement: "Whether you're a gluten for punishment, whether you're bready to rumble or whether you're just loafing around, this second serving of digital delight is one to salivate over! Raise your glasses! Bottoms up. Cheers!"

What are you waiting for? Spread some buttery breakfast joy. Bon appetite!

Toast Time: Smash Up! is available to pre-order on Nintendo Switch eShop in EU and AU regions, and is available to Watch List in NA regions. All regions release on 16th November 2018.

Grab a slice of the action (a Nintendo Switch Promo Code): ashley@forceofhab.it

Find more information / screenshots / trailers / press kit: <http://forceofhab.it/press/toast-time-smash-up/>

Game Description

Inter-dimensional time-blob beasts have sailed the cosmos in pursuit of spare time, and now on an idyllic Monday morning, they've found it, tasted it...

Assume the role of TERRY (Toast-Ejecting Recoil & Reload System) - a humble and solitary toaster with an uncontrollable love for English breakfasts, hats and scheduling – and 'lay the table' for your unexpected guests.

Launch toast, crumpets and magnitudes of other breakfast paraphernalia at the beasts. Bounce around and crush them with your hot metallic mass. Tip over bins, and use the environments to your advantage. Drink a little coffee and go a little crazy. Do everything it takes to defend toast time – you are Monday morning's final hope. Have your toast and eat it.

Feast your eyes on this hot plate of features:

* 54 action-packed single player missions - each served warm with it's own choreographed soundtrack.

- * 16 exciting bread-based weapon upgrades - from crumpets to baguettes you'll never go hungry.
- * Multiplayer Smash Up Mode - garnished with all-configurable gameplay mix-ups.
- * Loads of colourful pixel art hats and customisations - glazed to perfection, from pirate to pharaoh.
- * Addictive and original gameplay - topped with intrigue and zealous delight.
- * Iron man survival mode and bonus coffee time mode - the icing on the figurative cake.

- "Refreshingly entertaining bread and breakfast-based fun." - The Guardian
- "Toast Time is for you." 5 / 5 - TouchArcade
- "Breakfast-themed digital madness." 5 / 5 - Big Red Barrel

Game History

Toast Time was praised at launch (2013) for its innovative movement mechanics and its zany, over-the-top British humour delivered throughout. Toast Time has since been nominated for and won multiple awards from TIGA, Develop, Intel, TouchArcade, and has been featured by both Apple and Google across many categories. It is truly the gift that keeps on giving.

Following selection and showcasing at Leftfield Collection / EGX 2017, a number of attendees grew curious. "What was this 4 year old mobile game doing on the fringes?" They pondered future development plans... We talked, we pondered, we discussed. That's when the spark struck: a multiplayer versus mode was born. It would be a natural fit for Nintendo Switch. It would be the cherry on top of the icing on top of the cake.

About Force Of Habit

Force Of Habit encompasses the work of the unstoppable, relentlessly determined independent one-man developer Ashley Gwinnell. He is often found experimenting with game mechanics, exploring his creativity, or mastering the invisible intrinsic paradigms behind 'game feel'.

Whilst working on Toast Time: Smash Up! he has been quenching his thirst for innovation by participating in game jams, as well as simultaneously working for the likes of the BBC and Aardman Animations on amazingly playful children's apps.

Website: <http://forceofhab.it/>
 Twitter: <http://twitter.com/forcehabit>
 Facebook: <http://facebook.com/forcehabit>

For more information, please contact:

Force Of Habit
Ashley Gwinnell
ashley@forceofhab.it

Notes

their full advantage, to conquering them with a single strike to win the match.

Propulsion

Amplitude

high voltage combat

To movement

attack and outwit

strike

heated action.

utilise

attacking

heated,

In high voltage combat, u

(think 'rocket jumping')

Toast Time: Smash Up! features 2 – 4 player local multiplayer in 35 dynamic arenas as well as single-player in the form of 54 musically choreographed and timed missions.

Localised into German, Spanish, Italian, French, Spanish, Portuguese (and post-release, Japanese, Simplified Chinese, Russian, Korean), Toast Time is now truly the global breakfast staple everyone deserves.

experiment and explore their creativity. Started in Bristol (UK) in September 2012, they've self-published 3 titles, participated in 10+ game jams and contributed to more than a dozen "work-for-hire" projects.

Thirst that cannot be quenched.

Tenacious

Running/cycling?

Out and about? Running & cycling keeps him focussed.