



Press Release  
Rev 1.2.22

**Factsheet:**

<p><b>Website:</b> <a href="http://www.mentaldrink.com">www.mentaldrink.com</a></p> <p><b>Developer and Publisher:</b> Mental Drink Ltd Auckland (New Zealand)</p> <p><b>Press / Business Contact:</b> info@mentaldrink.com</p> <p><b>Social:</b> <a href="https://www.twitter.com/fightnjokes">https://www.twitter.com/fightnjokes</a></p> <p><b>Release Date:</b> 17 May 2024 - Steam</p>	
<p><b>Platforms:</b></p> <ul style="list-style-type: none"> <li>• Nintendo Switch (Released)</li> <li>• Xbox One Series (Released)</li> <li>• Playstation 4 and 5 (Upcoming)</li> <li>• Steam (Upcoming)</li> </ul>	

Steam Trailer:

<https://www.youtube.com/watch?v=4Ew7GTHGH4k>

Screenshots:



Description:

Fight'n'Jokes is a semi-humorous retro style 2D fighting game created from original IP while taking a gentle poke at the more serious sides of Fighting Games.

Don't be confused, Fight'n'Jokes may not take itself too seriously, there is a real solid, fun combat and fighting experience here.

Fight'n'Jokes is designed in a unique hand-drawn retro style palette simulating 256 colors, with old school style pixel graphics and effects with fast fluid 60 frames per seconds animations.

### **31 Unique Moves:**

We want to give the players even more flexibility and variety, there are a core set of moves in Fight'n'Jokes. Punch, kick, block, but each player has their own unique spin on these standard moves. Animations are different per player, audio feedback and visual results are different for each opponent.

- Low, Medium, High strength, Flying Hit, Uppercut, Smash Down, Spin Away, Kick, Block, Grab 1, Grab 2, Grab 3, Defend Super, Reflect Super, Super Uppercut, Low Kick, Minor Hit, Minor uppercut, Flame Damage, Electro Damage, Fright, Counter Hit 1, Counter Hit 2, Speed Hit, Multiple hits small, 15x Combo, Ranged Attack.
- Plus Charged moves (Damage multipliers to move list)
- Plus Super moves and super effects! (1-2 per character)
- Plus Ranged attacks (Lasers, throw objects, fireball, flame, stretch)
- Plus Finishing moves (1 per character)
- Plus lower hit to the foot when powered up, to stun opponent

### **11 Themed Stages:**

Play across the world, and the Galaxy in weird, wacky and wonderful locations that are sure to keep our players amused. "This ain't your grand daddy's fighting game".

- City Streets
- Medieval Castle
- Native Territory
- Tournament Arena
- Alien World
- Calm Water
- Thunderstorm Plains
- Arabian Desert
- Wild West
- Sci-Fi Planet
- Inhabited Moon Surface

### **6 Local Game modes:**

- Arcade

Play against AI (or your friends) to progress through the main competition. Unlock new characters by completing the head to head battles. This mode allows Player to interrupt during gameplay and challenge in a Player vs Player head to head.

- Versus

Play against your friends or the AI in one shot matches. Each player uses a single controller. Are you the best there is?

- Tournament

Hot swap with up to 16 Players in 1 vs 1 tournament. Work your way up the tournament ladder, to the quarter and semi-finals. Can you be the ultimate tournament champion?

- Survival

Pick one Character, play progressively against all other players. Can you make your health last for the length of this challenge mode? It's not easy!

- Time Attack (1-2 Players)

Challenge your friend or the AI in a time limited mode. Knock them out before your time runs out!

- Player Training

Don't worry, we all need practice. Perfect your technique against a training dummy.

### **Unique Storylines:**

Each character has his own story and reasons to compete against each other. It will progress to the end of the game to find out what's going to happen next which would eventually end up in some hilarious or unexpected outcome.

### **4 Hidden Characters:**

By progressing the storyline, some new characters might show up for different reasons and can be unlocked by beating them. Each of them will have his own story which can be disclosed by mastering them and completing their journey to the final match.

### **14 Music SoundTracks:**

- Unique music soundtrack per Character
- Each soundtrack from 2 minutes 45 seconds to 3 minutes 15 seconds
- Music can be disabled
- Or Volume adjusted
- Intro and Outro music tracks

### **Other Gameplay and hooks:**

- Multi hit combos (chain multiple up to 15x hit and more combos together)
- Progress and defeat the ultimate Boss, in a final Boss Battle
- Each player character has their own nemesis Boss and story line tailored to the final showdown.
- Achievement system for platform supporting it such as XBox One, Playstation and Steam series
- Local leaderboards

### **Technology:**

Fight'n'Jokes uses a proprietary Game engine. It's not generic, it's a game written with a specialized renderer for our needs.

### **Fun facts:**

A first version of Fight'n'Jokes was published for MS-DOS in 1997 and it took 25 years to review, optimize, fix and release Fight'n'Jokes to the world.