

FOR IMMEDIATE RELEASE



Handcrafted platformer **EAGLE ISLAND TWIST** lands May 28th as a follow-up to the award-winning **EAGLE ISLAND** on PlayStation, Nintendo Switch, Xbox, and Steam.

SOAR INTO ADVENTURE!

Philadelphia--May 18, 2021 | [Screenwave Media Games](#) and [Pixelnicks](#) are excited to announce the May 28, 2021 release of [Eagle Island Twist](#). Dart across Eagle Island as Fia, using your fowl friend Kusako as a projectile and restore peace. This action-packed adventure features crisp pixel art, dynamic stage mechanics, and retro-style platforming with an aerial twist.

ABOUT THE GAME

With 16-bit pixelated charm, tight controls, and 2D-side scrolling, *Eagle Island Twist* is evocative of games past, but also embraces modern touches like lighting, screen effects, and deeply-layered backgrounds. Plus, with accessibility and modification options, it's an experience all ages and skill sets will enjoy!

Eagle Island Twist contains **45** all-new handcrafted stages of single-player pick-up-and-play action, each with bold variations in design and power-ups. Explore a retro-style world map and forge your path to journey's end. Battle fauna and flora with a

falconer's precision, navigate perilous platforming, and defeat 12 huge bosses, all in *Eagle Island Twist!*

FEATURES

- 45 handcrafted stages brimming with boss battles, distinct mechanics, and more
- Fully adjustable difficulty settings, from zero damage to hardcore
- Ambient soundtrack and satisfying SFX
- Build combos and gather even more collectibles
- Purchase of *Eagle Island Twist* includes original roguelite challenge, *Eagle Island*, available for the first time on Xbox and PlayStation consoles

About Eagle Island

Explore the avian world of *Eagle Island* alongside Quill and his loyal owl, Koji, and rescue Koji's sibling Ichiro from the Guardian Eagle, Armaura!

One of the most highly anticipated roguelite games of 2019, the award-winning *Eagle Island* celebrates and innovates the platforming genre with its 16 procedurally generated dungeons, falconry-inspired gameplay mechanics, and accessibility options. Choose between story or rogue mode, mixing and matching 85 abilities to diversify your game.

About Pixelnicks

Nick Gregory is [Pixelnicks](#), the UK-based game developer, artist, and programmer behind *Eagle Island*. Inspired by classics like *Super Metroid* and *Rogue Legacy*, Gregory created *Eagle Island* to be a challenging, roguelite platformer with procedural generation and adjustable difficulty settings for all types of players.

About Screenwave Media Games

[Screenwave Media Games](#) creates character-driven and accessible, retro-inspired games. We combine years of experience in online content creation with an international team of skilled developers to build interesting and unique gaming experiences. Previous titles include [Angry Video Game Nerd I & II Deluxe](#) and [Eagle Island](#).

Release Date: May 28, 2021

Platforms: Nintendo Switch, Xbox One, Xbox Series X|S, PlayStation 4, PlayStation 5, Steam (Windows, Linux, Mac OSX)

[Official Release Trailer](#) | [Press Kit](#) | [One Sheet](#) | [Steam Page](#) | [Website](#)

MEDIA CONTACT

Screenwave Media Games

Tara Tomaino

Gaming PR Coordinator

tara.tomaino@screenwavemedia.com

(855) 908-8823 ext. 715