



UNDER EMBARGO UNTIL MAY 16, 2019 AT 8:00AM PDT.

ROCKET ARENA FACT SHEET

Updated: May 13th, 2019



Title Rocket Arena

Developer Final Strike Games

Publisher Nexon America

Genre First-Person Shooter

Platform PC & Console (Nexon Launcher, Steam, Xbox)

Website <http://bit.ly/pr-rocketarena-signup>

Key Dates May 16th, 2019 8am PDT - Embargo Lifts
May 23rd – May 29th, 2019 - Closed Beta

SUMMARY

Rocket Arena is an explosive new first-person shooter featuring a roster of vibrant characters competing in the *Rocket Championship Tour*.

In **Rocket Arena**, players are equipped with a blast meter affected by opponents' attacks in *Rockets Only*, three-on-three multiplayer matches.

Using shooter mechanics unique to **Rocket Arena**, players send opponents flying out of the map by filling up their blast meter and blasting them with colorful and exciting rockets.

KEY FEATURES

- **Projectiles-Only Shooter** - Rocket Arena features only one kind of weapon: *Rockets!* Time rockets to land mid-air shots and blast opponents. Rocket jump and use the environment to your advantage. Dodge opponents' incoming rockets to stay in the arena.
- **Blast Meter** - Hit opponents with your rockets to fill their blast meter. The higher the blast meter rises, the more powerful the impact and the further they'll fly.
- **Megablast** - Build up your opponent's blast meter to a critical point and they will be susceptible to a Megablast—an instant knockout.
- **Fast Returns** - Once you're knocked out of the map, you come flying back without missing much of the action.
- **Quick Matches** - An average game time of five minutes and fast matchmaking makes Rocket Arena easy to play and enjoy.
- **Artifacts** - Artifacts are gameplay changing items unlocked through character progression. Artifacts provide gameplay alterations that allow players to customize their character to fit their style of play. Artifacts are themed to the realms of Crater, and may be equipped by any competitor.
- **Gameplay Items** - Items are scattered throughout the maps for players to vie over and use to their advantage. Players may hold onto the items and strategize the best time to activate them. At launch, Rocket Arena will feature tossable Bombs and Speed Boosts, with many more in development.
- **Cross-platform** - Rocket Arena will feature PC and Console cross-platform play.
- **Stunning 4K Graphics** - Rocket Arena and the beautiful world of Crater have been developed in 4K.

THE WORLD OF CRATER

Rocket Arena introduces us to *The World of Crater*, a strange and wondrous place where the main attraction is *The Rocket Championship Tour*—a never-ending competition involving powerful, but non-lethal, rockets.

Crater is not located on Earth. Players experience its many exotic realms such as a high-tech utopia, a tropical forest, underwater colonies, dinosaur excavation sites, and a snow-bound citadel, which serve as the game's playable areas.

Regions of Crater include:

- A high-tech utopia, **BOOM CITY**
- A tropical forest scattered with booby-trapped ruins, **THE GEMSTONE JUNGLE**
- A barren desert that is also an other-worldly dinosaur graveyard, **THE WILDS**
- An underwater colony known as **THE CRYSTAL REEF**
- A pirate refuge called **CRATER'S EDGE**
- A hidden haven for geniuses, **PROPULSION PREP**
- An apocalyptic wasteland strewn with robot wreckage, **THE DESOLATION**
- A city-state that runs on illusion and secrets, **CONJURA**
- A military stronghold, **FORT ROCKET**
- A snow-bound citadel riven by palace intrigue, **ICEFALL KEEP**

THE ROCKET CHAMPIONSHIP TOUR

In **Rocket Arena**, each realm has a competitor that represents it in the *Rocket Championship Tour* and vies to win fame, fortune, and the Rocket Trophy.

Players take the roles of competitors in the tour, each with their own unique rocket launcher, rockets, and abilities. The Rocket Championship Tour is in its 98th year, and has a rich history of uniting the realms in Olympics-style spectacle.

Events of the Tour take place across multiple regions, but the first and last events are held in the "Tour Host City" —the realm whose player won the previous year's tour. The 97th tour was won by Jayto, the hero of Boom City. Boom City is hosting this year's tour and the main event of the Rocket Championship Tour.

CLOSED BETA CHARACTERS

- **Amphora:** Amphora is the pride of the **Crystal Reef**, an undersea colony. Raised by her scientist parents, Amphora is brilliant, fires fast-firing Torpedo Rockets, launches undersea mines, and has the power to morph into water form.
- **Jayto Keen:** Jayto is **Boom City**'s bright and brash representative, and the youngest competitor to win the Tour Trophy—even if he did so accidentally. This time, he has to win fair and square, so he can remove the asterisk from beside his name. Jayto is an all-around competitor and fires powerful Skypiercer Rockets. He can boost his speed and rocket power with Jet Boots.
- **Izell the Fearless:** Hails from **The Gemstone Jungle**, known for its troves of precious jewels and myriad dangers. Izell is not big on social niceties, but she is a fierce competitor, strong, fast, and stealthy. Izell's Spear and Bola Rockets make her the strongest close-combat competitor.
- **Plink:** A new addition to the Tour. Plink has unique, rapid combat skills for an eight-year-old. Even weirder, Plink says he's from "**The Desolation**," which has been a lifeless wasteland since the RocketBot Uprising. He seems like a nice kid, but there is something about him that doesn't add up. Plink is a great all-around competitor with a Teleporter, Junk Rockets, and a Boomerang.
- **Kayi:** Princess of **Icefall Keep**, the capital of **Serrata Peaks**. Forced to flee her home after a palace coup, the sheltered Kayi is adjusting to her new, chaotic life in the flatlands of Crater. She hopes to recruit her fellow competitors to battle the villains who hijacked her kingdom. Kayi is a technical competitor with a Rocket Bolt, Slow Field, and Grapple Hook.
- **Blastbeard:** An off-his-rocker swashbuckler who makes his home in **Crater's Edge**, a region known for its bottomless waterfalls, pristine beaches, and shiploads of goofball buccaneers. Blastbeard won the Trophy once before—but then misplaced it! Blastbeard has Rocket Cannonballs with powerful AOE impulse, a long-range Anchor Rocket, and a defensive rocket-destroying Shockwave ability.

MAPS

Crater is filled with fantastical maps, based on the home regions of the various tour competitors.

Available During Closed Beta [More to Come]:

- Temples of Jaaqua
- Grand Harbor
- Stompy's Refuge
- Icefall Keep
- Star of Crater
- Apogee Acres

GAME MODES

Each game mode brings a unique play experience to players while keeping the same fast-paced excitement you can expect from ***Rocket Arena***:

- **Knockout:** A competitive mode where each player has three badges. To win, knockout each opponent three times with rockets and Megablasts. Players who lose all three badges still remain in the action, until a team loses all their badges!
- **Rocketball:** A competitive mode with a Rocketball that players may carry and throw into the opponent's goal to score. The first team to score five goals acquires victory.
- **Megarocket:** A competitive mode with large Megarockets that drop from the sky and create capture zones. First to five Megarocket captures wins.
- **RocketBot Attack:** A cooperative PVE mode that matches players and their friends against a horde of AI controlled *RocketBots*.
- **Trials:** A series of training and practice challenges that allow players to learn skills like *Rocket Jumping*, *Bomb Throwing*, and *Rocket Dodging*.

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