

Press release

METATRON by TubbyKiD UG

On 19th of December TubbyKiD proudly releases its long awaited MetaTron on STEAM as early access title with a 25% discount for the initial week of distribution.

[Short Intro]

As **TRON** we send you on a journey to learn survival skills, to develop mutations, to build fortifications and to hunt other TRON mercenaries on the map. You're playing a PvP survival - with a versatile construction mode - where you can switch back and forth between firearms and your melee mutations. Be TRON!

[Long intro]

You're TRON! One of many, but maybe one day the Chosen one. Learn, mutate and become what could be the new crown of creation.

In MetaTron, you play one of 6 clones bred on distant planets. Your whole existence to become the perfect organic weapon! Learn new skills and adjust them to your style of play. Build huts, or whole palaces! Be the guardian at night and protect your rare resources with your Team! Or be the lone ranger, which roams through the Woods and Plains and relies only on himself.

MetaTron sends you on a journey. We want to offer a world that really makes you want to "play survival". A world that you can develop with us: inside and outside of the game!

An XP system, customizable weapons, vehicles, buildings and airdrops: combined in a way that you quickly develop your TRON, but discover much on the way doing so. And this is just the beginning! Remember, it's early access, we have so much of what we want to implement with you... If you like survival, we can promise at least 40 hours of game fun!

Existing Features

- MUTANTMODE: Two different chars in 1 Avatar
- skill tree based character development
- Six different characters
- fully STEAM compatible
- online Multiplayer with tightly responding FPS controls
- NPC A.I. with self-designed traits
- customizable weapons
- customizable outfits
- team orientated map tool
- a cave-system to explore
- complex crafting system

- airdrop supply mechanism

Roadmap (selection)

- customizable vehicles
- even more skill level
- special skill-sets
- multiple servers with multiple maps
- travel mode between the different maps
- add even more weapons (with special abilities)
- more maps
- more NPC variations
- Battlegrounds
- craftable goods
- and much more based on your decisions...

The story behind the game

3.645 A.D. – T.A.O. (Tactical Aid Operations) Ltd., one of world's most influential companies in terms of healthcare and weapon technology. This company devised and developed the MetaTron program during the 3rd Tax-Wars.

With the MetaTron program T.A.O a new chapter started in the history of mankind. They figured out a way to build and duplicate human cells and created the perfect host for extraterrestrial technology – the T.R.O.N. (Terrestrial Advanced Orbital Nano human) was born. A humanoid body that carries definable mutations inside itself.

As one of thousands of T.R.O.N.s you are sent down to terraformed planets/asteroids. Here you are tested in matters of intelligence, effectiveness, brute strength, instincts and weapon skills. T.A.O.s goal is to set up this kind of unscrupulous soldier that hunts down any target.

Early Access of MetaTron

Why early access?

Buy the game and be part of a great community... You hear it every day, right?

Grab MetaTron and be co-developer! That's what we want! Not to build a game FOR you, but to develop it WITH you! You will have the power of decision. Every voice of every player is involved in the development.

We use Early access not to throw anything on the market, which is not yet finished. We just cannot be done yet because the most important member of the team did not yet have a say in it - YOU!

How long will you be in the state of early access?

We want to leave the early access period in 1-2 years. But that doesn't mean that the game is not developed further from this Point! That just means that when early access is over, we have a game on the market, that can then proudly strip itself from that title. Many wishes and suggestions of you have then already been met and we can give you the game you really want!

How is the full version planned to differ from the Early Access version?

The basic features are set. You can pull up impressive buildings, have a unique experience in PvP, vehicles, customizable weapons, special items of clothing and much more. You decide what Comes next! We will give you the opportunity to vote again and again and to influence the development process directly. Together with us, you decide which features we spend our time on! More weapons? More mutant classes? Additional vehicles? Or advanced elements of construction?

What is the actual status of the early access version?

The game client is stable and all relevant Features for a unique survival experience exist. With release the title should secure at least 40 hours of pure fun! Ask our YouTuber and you'll see that MetaTron has high addiction potential already! And: We are just getting started - with you!

How are you planning on involving the Community in your development process?

Plan? We are already doing it! Anywhere in the world Players like you could test the game in a closed beta already. Meanwhile we have learned what we already knew: your feedback is more critical than anything else in our development process.

Contact details

Developer:	TubbyKiD UG (haftungsbeschränkt)
Registered:	2016 Kassel, Germany
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Facebook:	https://www.facebook.com/MetaTron.Game/?fref=ts
Youtube:	https://www.youtube.com/channel/UCJwZstLIYJTS4GegjSJQr9Q
Twitter:	https://twitter.com/Metatron_Game
Release date:	19 th Dec. 2016
Platform:	Windows 64Bit
Regular price:	16,99 €

TubbyKiD UG

MetaTron – the first major project of TubbyKiD UG (haftungsbeschränkt).

We, a team of only five, began working on MetaTron in 2013 and continue to do so to bring out a new kind of survival gaming. We have released it as an early access title that will be fully supported

by us. Together with Nitrado (marbis GmbH) we provide free servers for our community and an ambitious community engagement.

Founders: **Oliver Waldsachs, Mario Scherff, Jannis Kupka, and Grisca Goebel**

Managing Director: **Carsten R. Vonnoh**