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New Independent Gaming Company to Develop Non-Profit Game for Monster Movie Fanatics

A new independent video game company announces their official production phase of developing a free PC Game inspired the popular Cloverfield movie.

/24-7PressRelease/ - VICTORIA, BC, CANADA, April 17, 2008 - Planet X Fiction Interactive, a new independently operated game development company, today announces their official production phase of a non-profit PC game inspired by the popular *Cloverfield* movie. This video game is entitled *Grayshot* and it is scheduled to be distributed for free across the Internet on November 30th, 2008.

"The funny thing was that I wasn't originally much of a monster movie fan until I saw *Cloverfield*," Brad Johnson, owner of Planet X Fiction Interactive states, "I really enjoyed the movie so much that I wanted to assist another group of fans that were originally planning on creating a free fan-created *Cloverfield* video game. The law firm for Paramount Pictures contacted me out of the blue while we were making the game and they were surprisingly all in favor of it. But they wanted the domain I had at the time which was *cloverfieldgame.com* so they could use it for their official *Cloverfield* video game. So this altered our plans a little bit, but I think in a very good way. The new video game that we are now entering into production stage will be a huge craving for any monster movie fan, especially *Cloverfield* fanatics."

The *Grayshot* game involves a large monster raising up from underneath New York City and demolishing everything in its path. Having received many different ideas from a variety of die hard monster movie fans, Brad Johnson believes he has developed the perfect video game monster.

"The fans really have the best imagination of all. I can't wait to see the overall reaction of this game once it's unveiled," says Brad Johnson.

Grayshot is currently being developed through the Source engine, the very same engine that has developed such popular gaming titles as *Half Life 2*, and *Counter Strike*. Even though fans will need to have a working copy of the *Half Life 2*, PC DVD game in order to play the *Grayshot* game, Brad Johnson considers it a minor roadblock:

"*Grayshot* is going to be developed from the Source engine as a mod. So that means that fans will need to purchase the original *Half Life 2* game to play it, but what's truly great about that is you'll get to enjoy playing *Half Life 2* and *Grayshot* all together just for the price of *Half Life 2*."

Planet X Fiction Interactive is currently running a mysterious viral campaign online that will assist fans in uncovering the mystery behind the story and the characters of the *Grayshot* video game. No detailed information based on the video game monster or the full plot has been revealed.

Planet X Fiction Interactive is developing *Grayshot* without a large budget to fall back on. Hobby developers are working with Brad Johnson to help develop the *Grayshot* video game.

"I hope this is the road to something bigger," Brad Johnson states, "I'd like to start making many other exciting video game projects after *Grayshot*. We're hoping we can get some financial support from the community through generous donations. This will definitely help us to get the game done on time and also deliver something that the real monster movie fans have wanted to see get developed into a video game for quite some time."

More information on the *Grayshot* video game can be found at <http://www.grayshotgame.com>.

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About Planet X Fiction

Planet X Fiction was founded by Brad Johnson in October of 2007 as an interactive community based publishing company. Planet X Fiction Interactive, a subsidiary company was developed as a new division to produce independent gaming titles with community based fan support. For more information, visit <http://www.grayshotgame.com>.