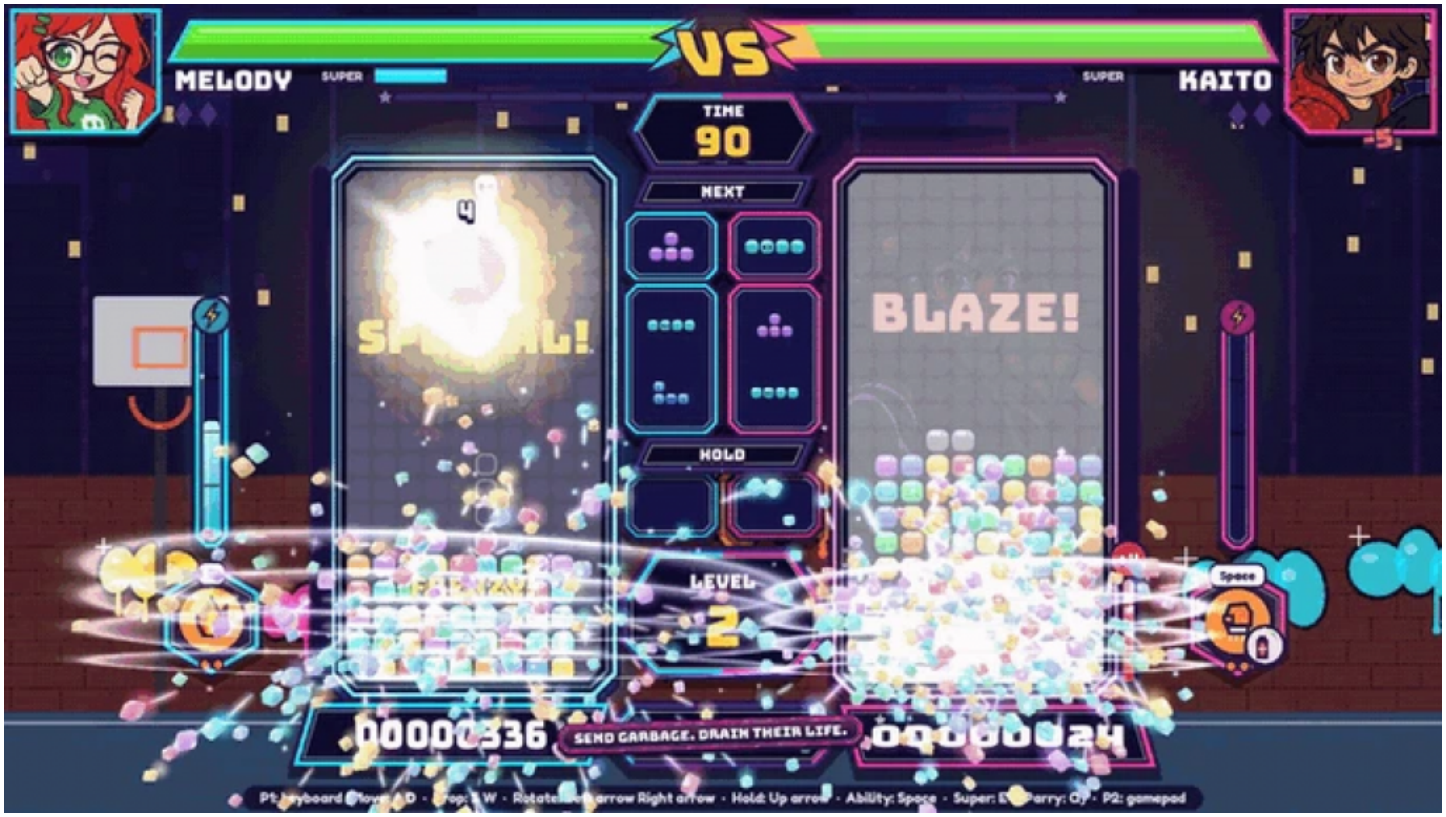
Super Frenzy Cross Brings Fighting Game Action and Puzzle Block Strategy to Kickstarter

The new indie game from Chuby Games Studios combines competitive combat, strategic block gameplay, 10 unique fighters, and indie crossover characters in one experience.



Santomera, Murcia Nov 4, 2026 (Issuewire.com) - Indie Game Super Frenzy Cross Combines Arcade Fighting and Puzzle Gameplay on Kickstarter

MURCIA, Spain, November 5, 2026: Chuby Games Studios has announced the launch of its Kickstarter campaign for *Super Frenzy Cross*, an independent video game that combines arcade fighting with fast paced falling block puzzle gameplay.

Created by Andrés Benedicto, the campaign aims to raise $6,851 by December 31, 2026. The funds will support the final development of the game, including its original soundtrack, voice acting, character expansion, balancing, and localization.

In *Super Frenzy Cross*, players clear rows of blocks to attack their opponents by sending blocks onto their boards. The game combines puzzle strategy with fighting mechanics such as parries, counterattacks, stuns, special moves, and health management.

The game features 10 fighter**s**, each with unique abilities, special moves, arenas, and combat styles. It also includes **1**6 game modes, local multiplayer for up to four players, and different gameplay variations including Push, Soccer, Squad, and Frenzy Mode.

Accessibility is also part of the game's design. Players can use a dedicated colorblind mode, special symbols on game pieces, adjustable text settings, and fully customizable controls. The game supports both English and Spanish.

"Super Frenzy Cross was inspired by my love for puzzle games and fighting games," said Andrés Benedicto, founder of Chuby Games Studios. "The goal was to bring the strategy of block puzzles and the excitement of competitive fighting into one game."

The project also features guest characters from other independent games, including Eight from *Trap Ball Adventure* and Ada from *Colours* by Axóuxere Games. Additional guest characters may be introduced through future stretch goals.

The base game is already playable from start to finish, with the Kickstarter campaign focused on completing the remaining development and production work. The current estimated delivery date is May 2027.

Backers can support the project with rewards starting at approximately $17 (€15) for a digital copy of the game. Higher reward tiers include benefits such as beta access, digital artbooks, and in game design credits.

To learn more about *Super Frenzy Cross* and support the campaign, visit the official Kickstarter campaign page.
https://www.kickstarter.com/projects/chubygamesstudios/super-frenzy-cross?ref=btjwre

About Chuby Games Studios

Chuby Games Studios is an independent game development studio based in the Region of Murcia, Spain. Founded by Andrés Benedicto, the studio focuses on creating original gameplay experiences and exploring new combinations of established game genres.

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https://www.kickstarter.com/projects/chubygamesstudios/super-frenzy-cross?ref=btjwre

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