

Brisk Mobile introduces 2360: Battle for Cydonia for iPhone/iPod touch

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Brisk Mobile Inc. today introduces 2360: Battle for Cydonia, their new sci-fi action game for iPhone and iPod touch devices. Set in the future on the planet Mars, warring factions battle for the right to colonize the red planet. Battle for Cydonia features an innovative control mechanism immersing players in this compelling adventure game. Battle for Cydonia is mission based, ensuring lots of gameplay variety, and offers 21 Levels of pulse-pounding, finger shaking action.

Mississauga, Canada, Brisk Mobile Inc. today is delighted to introduce 2360: Battle for Cydonia, their new sci-fi action game for iPhone and iPod touch devices. Set in the future on the planet Mars, warring factions battle for the right to colonize the red planet. Gamers are thrown into the center of turmoil piloting an advanced weapon, the Datalus-5, for the resistance. Will it be enough? Battle for Cydonia is sure to offer a challenge and impress.

Sporting a comfortable and simple user interface, Battle for Cydonia was developed specifically to take advantage of the iPhone's unique capabilities and touch interface. With its multi-touch capabilities and innovative control mechanism, players use line-drawing techniques to control the movement of their robot - with the ability to separately control each arm's shooting simply by using tap and drag. Tap on multiple foes to redirect fire, as well as drag a finger across the screen to lay down a sheet of covering fire.

Perfect for casual and pros gamers alike, 2360: Battle for Cydonia is mission based, offering 21 levels to ensure lots of gameplay variety, as well as offering players several upgrades to increase their robot's capabilities as the game progresses. Crisp visual effects from lasers, missiles and other weapons combine with clear sound effects and a roaring sound track to make Battle for Cydonia an instant hit.

Feature Highlights:

- * Comfortable and simple User Interface
- * Innovative control mechanism
- * Multiple weapon configurations
- * Fully customize the Datalus-5 with upgrades for Armor, Weapons and more
- * 3 Levels of Difficulty let players decide the intensity
- * 21 levels of Gameplay
- * Numerous enemies on land and in the air

"After Medieval, we started brain storming about what project to tackle next. We came up with the idea of a customizable war machine robot that was stolen from the enemy as a last ditch effort to win the war against them," said Gary Toste, founder and CEO of Mississauga, Canada based Brisk Mobile Inc. "That was the start of the idea. As we started to flush things out and look around at what was out there, the thing we found was that the control mechanisms for many action games were "clunky" or simply traditional video game controls moved over to iPhone. We really wanted to come up with a control mechanism that took better advantage of the iPhone touch interface and provided a much better game experience in our opinion. That really drove the development and one of the reasons we're really excited about this game as we think we've done that."

Device Requirements:

- * iPhone or iPod touch 2.2 or later

Pricing and Availability:

prMac: Publish Once, Broadcast the World :: <http://prmac.com>

2360: Battle for Cydonia 1.0 is offered at the introductory price of \$0.99 USD (Regular \$3.99) and available worldwide exclusively through the App Store in the Games category. Review copies are available upon request.

Brisk Mobile:

<http://www.briskmobile.com/>

2360: Battle for Cydonia 1.0:

<http://www.briskmobile.com/cydonia.html>

Purchase and Download:

<http://itunes.apple.com/WebObjects/MZStore.woa/wa/viewSoftware?id=353105028>

Media Assets:

<http://s794.photobucket.com/albums/yy229/BriskMobile/2360%20Battle%20For%20Cydonia/>

Gameplay Video:

<http://www.youtube.com/watch?v=fqZBBj7ieSo>

Headquartered in Mississauga, Canada, Brisk Mobile Inc. is a privately held corporation founded in 2008 by Gary Toste. Leveraging their longtime experience in both game and application development, Brisk Mobile was founded for the purpose of publishing unique, yet compelling games for the iPhone platform, with a major emphasis on total customer satisfaction. Many of their games remain in top ranking on the App Store today. Copyright (C) 2008-2010 Brisk Mobile Inc. All Rights Reserved. Apple, the Apple logo, iPhone and iPod are registered trademarks of Apple Inc. in the U.S. and/or other countries.

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