

Bull Stampede 1.0 Charges on to the App Store

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Startup game development company Dobsoft Studios today releases Bull Stampede 1.0, their first title for iPhone and iPod touch devices. Bull Stampede offers gamers a fun new take on the endurance gameplay genre. It features a scaling difficulty level that increases as the user plays, while the "Macho Meter" mechanic gives the player a chance to slow the action down again. While dodging the oncoming bulls the player will also encounter damsels in distress and have the opportunity to rescue them.

Brisbane, Australia - Startup game development company Dobsoft Studios released their first iPhone title "Bull Stampede" on the App Store today, offering gamers a fun new take on the endurance gameplay genre. Players assume the role of the world's greatest matador, tasked with luring an out-of-control stampede away from civilization.

While dodging the oncoming bulls using intuitive touch controls and dealing with the gradually increasing difficulty, the player will also encounter damsels in distress (dressed rather unfortunately in red) and have the opportunity to rescue them. Doing so fills up their Macho Meter; in turn, a full Macho Meter transforms the matador into a muscular beefcake and allows him to knock the bulls out instead of avoiding them. Knocking out enough bulls makes the difficulty level drop down again, giving players a chance to prolong their game and reach lofty heights on the global leaderboard.

Dobsoft Studios' founder William Dobson was thrilled with the company's premiere foray into iPhone development. "We think Bull Stampede has just the kind of pick-up-and-play gameplay that iPhone users are looking for. Its bullfighting theme should strike bored App aficionados as fresh and entertaining." Fans can also expect more from the studio in the future. "We've put a lot of polish into the game and hope to use what we've learned on our next title."

Features:

- * Endurance gameplay with easy to learn touch controls and a scaling difficulty
- * Macho Meter turns the gameplay on its head and powers up the player
- * Bullfighting theme is fresh in a market saturated with Doodle apps
- * Originally composed music
- * OpenFeint integration for global leaderboards, fun achievements and social networking

Minimum Requirements:

- * iPhone or iPod touch
- * OS 2.2.1 or higher
- * 6.8 MBs

Pricing and Availability:

Bull Stampede 1.0 is available now for \$0.99 (USD) on the App Store, in the Games and Entertainment categories.

Dobsoft Studios:

<http://www.dobsoftstudios.com>

Bull Stampede 1.0:

http://dobsoftstudios.com/index.php?p=1_2_Products

Purchase and Download:

<http://itunes.apple.com/us/app/bull-stampede/id364917706?mt=8>

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

Screenshot:

<http://a1.phobos.apple.com/us/r30/Purple/bf/df/cd/mzl.lhosgwgn.320x480-75.jpg>

App Icon:

<http://a1.phobos.apple.com/us/r30/Purple/a7/f7/b1/mzl.kwkslcwp.175x175-75.jpg>

Located in Brisbane, Australia, Dobsoft Studios was founded in 2010 by William Dobson. Formerly a contributing editor for MMO news website Massively.com, William has moved from games journalism to development as a programmer. While currently focusing on iPhone games, Dobsoft Studios is open to branching out to other platforms in the future. Copyright (C) 2010 Dobsoft Studios Pty. Ltd. All Rights Reserved. Apple, the Apple logo, iPhone, and iPod touch, are registered trademarks of Apple Computer in the U.S. and/or other countries.

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