

Blood Stowns has been thrown

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Garry Stuglis has released Blood Stones 1.0, his new game for iPhone and iPod touch devices. Blood Stones is a fresh, fun addition to the App Store and appeals to all ages, from teen to adults. Simple in concept, Blood Stones has only one rule - don't let attackers to reach a top of the wall. The Blood Stones game concept is very simple, yet provides enough challenge to satisfy even hardy gamers. There is only one spartan on the walls, that defend them from the many attackers by dropping stones.

Kaliningrad, Russian Federation - Garry Stuglis, the developer of a brand new application Blood Stones, pleased to announce 1.0 version of the game, that promises to be a lot of fun. Simple in concept, Blood Stones has only one rule - don't let attackers to reach a top of the wall. Blood Stones is a fresh, fun addition to the App Store. It appeals to all ages, from teen to adults. The Blood Stones game concept is very simple, yet provides enough challenge to satisfy even hardy gamers. The object is to protect the fortress walls. There is only one spartan on the walls, that defend them from the many attackers by dropping stones.

To protect a fortress, the player operates the defender inclining iphone to the right or to the left, using built in iphone accelerometer and throws stones pressing the bottom right button stylized in the form of a board.

Aggressors attack a fortress by means of five ladders, on each of which in a random way every second gets out new attacker which then rises upward will not be dumped yet by a Spartan, or will not get yet upward and will kill a Spartan by a spear. Sounds easy but it takes some concentration and fast reflexes.

Features:

- * Bright and cartoonish graphics will help you to receive unforgettable pleasure from game
- * Simple concept and gameplay makes it perfect for teens or adults
- * Two game modes
- * This game is simple in use, but it's dynamical
- * Top five high scores are saved
- * On-line scoreboard will be soon added

In the story mode, game has seven levels, each new of them adds new features, such as a mode of movement of aggressors, Spartan bombs, siege artillery! In time challenge mode - a Spartan as much as possible time is necessary to hold on before he will be killed by siege artillery, or attacking will get on a wall!

Device Requirements:

- * iPhone and iPod touch
- * Requires iPhone OS 3.1.2 or later
- * 7.1 MB

Pricing and Availability

Blood Stones 1.0 is only \$0.99 (USD) and available worldwide exclusively through the App Store in the Games category. Promo codes are available for qualified reviewers. Please specify the website or blog you represent when making your request.

Blood Stones 1.0:

<http://selveria.co.cc>

Purchase and Download:

<http://itunes.apple.com/us/app/blood-stones/id363589185?mt=8>

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

Screenshot 1:

<http://cid-666a4b6ece37edb0.skydrive.live.com/self.aspx/.Public/mzl.mzloasde.png>

Screenshot 2:

<http://cid-666a4b6ece37edb0.skydrive.live.com/self.aspx/.Public/mzl.mzloasde.png#resId/666A4B6ECE37EDB0!318>

Screenshot 3:

<http://cid-666a4b6ece37edb0.skydrive.live.com/self.aspx/.Public/mzl.mzloasde.png#resId/666A4B6ECE37EDB0!319>

App Icon:

<http://cid-666a4b6ece37edb0.skydrive.live.com/self.aspx/.Public/mzl.mzloasde.png#resId/666A4B6ECE37EDB0!322>

Garry Stuglis is an individual web developer, iPhone app developer. My Blood Stones was his first iPhone app and is currently available for sale worldwide in the app store for iPhone and iPod touch devices. Copyright (C) 2010 Garry Stuglis. 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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