

Paper Glider, Apple's 10 Billionth Download, Gets a Super Boost

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Neon Play, the UK mobile games studio, has delivered a stunning new game mode in Paper Glider 2.0, the latest update to the App Store's ten billionth download. Super Boost is a new game mode that enables players to use power-ups to assist the glider in flying even further. Customization is also now possible with a total of 12 different glider skins. These new features have been made possible by the implementation of TapJoy and their in-game coin currency.

Cheltenham, United Kingdom - UK-based mobile game developers Neon Play have released their latest update to the game that was the App Store's 10 billionth download. Neon Play has incorporated the features influenced by the requests they have received from Paper Glider's four million strong player-base and Facebook fan page.

In Paper Glider 2.0, players can now use power-ups from the Boost Shop in the brand new game mode, 'Super Boost'. The four boosts are Rocket Boost, Mega Boost, Refill Wind and Emergency Boost. Each boost offers different benefits, from shooting you across the sky to saving you from crashing.

In the Glider Shop, there are also 11 new different gliders to choose from, they include; a flame glider, a camouflage glider and a pink glider. Also players can fly planes with the major country's flags, including USA, UK, Australia, Canada, France, Germany, Japan and Italy.

These new features have been made possible by the implementation of TapJoy and their in-game coin currency. Players can earn coins by playing the game, downloading other TapJoy games or simply via an in-app purchase in the Coin Shop.

Paper Glider 2.0 still contains previous features such as live global leaderboards with Game Center and score posting on Twitter and Facebook.

Neon Play has also just launched Paper Glider Bomber, which is currently number 2 in the UK free charts and Top 10 USA games. It's an explosive and addictive game where the player must bomb buildings before their glider crashes into them.

Neon Play is also working on creating Paper Glider games onto other mobile platforms, plus future games in the Paper Glider franchise.

Oli Christie, CEO of Neon Play commented, "We've had some great feedback from fans of Paper Glider, so we've really enjoyed creating this new game mode Super Boost. It's a cracking addition to the game and with the ability to use Wind Boosts and personalise your plane, we're giving players more ways to really enjoy the 10 billionth app. We can't wait to launch new Paper Glider games going forward. Watch this space...!"

Device Requirements:

- * iPhone, iPod touch or iPad
- * Requires iPhone OS 3.0 or later
- * 19.3 MB

Pricing and Availability:

Paper Glider is free and available worldwide exclusively through the App Store in the Games category. There are optional in-app purchases to buy coins, the in-game currency. Any purchase removes the adverts in the game.

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

Neon Play:

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

Paper Glider 2.0:

<http://www.neonplay.com/paper-glider.html>

Download from iTunes:

<http://itunes.apple.com/app/id384044746>

YouTube Video:

<http://www.youtube.com/watch?v=-o3SUA0kMPY>

Press kit (zip):

<http://neonplay.com/press/paperglider2.0presskit.zip>

Based in Cirencester, Glos, United Kingdom, Neon Play Ltd is a privately held mobile games studio founded by Oli Christie. Neon Play makes iPhone games and apps and works with a variety of partners with the aim to launch the most addictive and fun games on the Apple App Store. Copyright (C) 2011 Neon Play Ltd. All Rights Reserved. Apple, the Apple logo, iPhone, iPod and iPad are registered trademarks of Apple Inc. in the U.S. and/or other countries.

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