

## **iPhone Game Asterope Shines in the News**

Published on 10/26/08

Independently developed iPhone game Asterope has recently won two awards by iPhone game review sites. One of the biggest handheld gaming sites, PocketGamer, rewarded Asterope with a Silver Award. Another growing authority in the iPhone gaming world, iPhone Games Network, rewarded Asterope with its Editor's Choice award. Beside the awards the developer published an article on how to create an iPhone game from start to finish that got featured on the front page of the popular news site Slashdot.

Turku, Finland - Independently developed iPhone game Asterope has recently won two awards by iPhone game review sites. One of the biggest handheld gaming sites, PocketGamer, rewarded Asterope with a Silver Award. Another growing authority in the iPhone gaming world, iPhone Games Network, rewarded Asterope with its Editor's Choice award.

"Asterope wrangles a recommendation not solely on its invention, but due to the way in which it combines it with colourful graphics and humour. It's charming - the sort of game that makes you feel good when you play.", wrote Tracy Erickson of Pocket Gamer, "As innovative as it is entertaining, Asterope is out of this world".

Entertainment news site IGN recently reviewed Asterope saying it was definitely worth buying. "Something quite different from the 'been there, done that' games currently plaguing the App Store." said George Roush of IGN.

Beside the awards, Asterope received a large amount of publicity on October 16th. Niklas Wahrman, the developer and designer behind Asterope, published an article aimed at independent developers about creating and publishing iPhone games. The article was posted at GameDev, a website dedicated to game development. The article spread quickly on the Internet when it was featured on the front page of the technology-related news site Slashdot.

Niklas Wahrman commented the matter, "The response I have gotten from the article has been nothing short of phenomenal. I've received a ton of e-mails from people that have gotten inspired by the article. Because of how well the game and my article have been received, Asterope is now sold with a discount until the 31st of October. This will also give independent developers who liked my article a chance to try out the end product at cheaper price."

Asterope:  
<http://www.asteropegame.com>

GameDev - Start to Finish: Publishing a Commercial iPhone Game:  
<http://www.gamedev.net/reference/articles/article2570.asp>

Niklas Wahrman is an independent developer and student of computer science in Abo Akademi in Turku, Finland. He has been involved with numerous mobile phone games in the past including Constantine, Superman: Lex Luthor's Payback and The Blade of Zorro.

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