

Rope Mania 1.0 for iOS - Catch Falling Eggs in Ropes in New Physics Game

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Indie developer Maksym Tsanko today introduces Rope Mania 1.0 for iOS, his realistic, physics-based Game, where players catch falling eggs in ropes. Newly laid eggs fall one at a time from a high tree limb in the jungle. Players can string ropes between two points to catch them before they fall into the water. However, eggs touching each other will not hatch, so players may need to make vertical stretches of rope too. An egg with a rope looped around it hatches to become a special bird.

New York, New York - Indie developer Maksym Tsanko today is pleased to introduce Rope Mania 1.0 for iOS, his realistic, physics-based Game, where players catch falling eggs in ropes. Newly laid eggs fall one at a time from a high tree limb in the jungle. Players can string ropes horizontally between two points to catch them before they fall into the water. Ropes do not last long and may disintegrate before the egg hatches, requiring that a second rope be strung beneath the first. Unfortunately, even though one rope may hold several eggs, eggs touching each other will not hatch, so players may need to make vertical stretches of rope to separate groups of eggs. Most of all, eggs prefer to be hatched with a rope looped around them, a challenge to create as the egg falls. When an egg grows in these conditions players score higher, and if only one rope touches the egg at this moment it will hatch the magic bird that gives gamers an extra life if one has been lost.

Feature Highlights:

- * Innovative gameplay concept
- * Realistic physics - ropes hang and swing, and eggs collide against each other
- * Outstanding graphics
- * High resolution graphics on iPad
- * Game Center leader-boards
- * Facebook and Twitter integration

Rope Mania is an unusual physics-based game, because the ropes onscreen are not taut, straight bundles under tension. Rather, dragging horizontally across the screen creates a loose rope, slightly bouncing, and with a concave shape to catch and hold a falling egg. If two eggs are touching each other on a rope, their smiles turn to frowns, and the player needs to string a vertical rope between the two eggs to facilitate hatching of both.

With very realistic graphics, animation, and game physics, Rope Mania, played in portrait orientation, offers hours of entertaining gameplay. Eggs caught on ropes generally hatch in 5-10 seconds, and the newborn bird flies away, scoring points. Ropes may not last long enough for the eggs to hatch, so additional ropes may be necessary. At the same time, there is only a limited amount of rope available. Players have only five lives, equal to losing five unhatched eggs into the river below.

The truly dazzling maneuver possible in Rope Mania is the creation of rope loops. As an egg falls, the player quickly draws a circle around it. Depending upon the player's skill and speed, the resulting rope may capture the egg in a tight circle or a wildly swinging loop that hangs down dangerously. Since eggs hatched in loops score higher points and can replace lost lives, mastering the mid-air rope loop is key to high scores in Rope Mania.

As scores get higher, the pace of falling eggs increases, challenging the player to quickly catch newly laid eggs as well as eggs falling from disintegrating ropes. Various game behaviors also change at higher scores, such as different weather, new kinds of eggs, and new reactions when eggs collide.

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"This game with realistic physics simulation acts like a real toy and you will enjoy it, whilst at the same time increasing your skill," commented Maksym Tsanko. "The gameplay is highly dynamic and strongly keeps your attention. It's great for stress relief."

Device Requirements:

- * iPhone 3GS, iPhone 4, iPhone 4S, iPod touch (3rd generation), iPod touch (4th generation) and iPad
- * Requires iOS 4.3 or later (iOS 5 tested)
- * 6.2 MB

Pricing and Availability:

Rope Mania 1.0 is \$1.99 (USD) and available worldwide exclusively through the App Store in the Games category. Review copies are available on request.

Rope Mania 1.0:

<http://www.rope-mania.com>

Purchase and Download:

<http://itunes.apple.com/app/rope-mania/id503705553>

YouTube Videos:

<http://www.youtube.com/playlist?list=PL9316618D347798C8>

Screenshot 1:

http://rope-mania.com/img/iTunes/IMG_2997.PNG

Screenshot 2:

http://rope-mania.com/img/iTunes/IMG_3027.PNG

App Icon:

<http://rope-mania.com/img/iTunes/iTunesArtwork.png>

Based in Manhattan, New York, indie developer Maksym Tsanko develops apps for iOS devices.

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