

Bug Frenzy - Flower Defense 1.0 for iOS: is now free for limited time

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Spectral Games today announced that Bug Frenzy - Flower Defense for iOS is now free until Sunday August 8th. In Bug Frenzy, players defend their flowering plant by warding off unwanted pests that come to attack. As players gain clovers for high scores, they can purchase tools to aid them, and eventually will have a frog & chameleon to help protect their flower. This challenging and engaging game provides a unique opportunity for violence-free fun and practice with coordination skills & reflexes.

Katowice, Poland - Spectral Games is proud to announce that Bug Frenzy - Flower Defense 1.0 for iOS, their new game, is now free until Sunday August 8th. The game is appropriate for kids and adults alike, where players defend their flowering plant by warding off unwanted pests that take the form of 15 different 3D, exceptionally realistic bugs coming to attack. As players gain clovers for high scores, they can purchase tools to aid them, and eventually will have a friendly frog and chameleon to help protect their flower. This challenging and engaging game provides a unique opportunity for violence-free fun for all ages as well as practice with both coordination skills and reflexes.

Feature Highlights:

- * Easy to understand tutorial to learn the game
- * 25 different levels increasing in difficulty
- * Cutting-edge 3D graphics with 5 realistic flowers and 15 bugs
- * Swatter, spray, mega-spray, frog, and chameleon to help fight bugs
- * Opportunity to replay easier levels for better scores or to move on to more difficult ones
- * More game levels and flower graphics to come in free updates
- * Hours of play in this realistic, nonviolent game for all ages

Each level of Bug Frenzy - Flower Defense consists of different stages of the plant's growth. As players watch the plant grow from its germination, they ward off harmful bugs by tapping them on the screen. However, the player must take care to avoid tapping the friendly bees that appear, as this gives a two second penalty in which the player cannot tap any pests. After each successful stage, the plant grows more and more until it is in full bloom. The player then must defend a friendly bee, trying to pollinate the flower, from the angry hornet that comes to attack. Once this is done successfully, the level is completed. The game consists of a simple tutorial to teach the game's concepts along with 25 levels that increase in difficulty as the gamer goes on, adding larger arenas and more bugs to challenge the player.

While some bugs shrivel and disappear after one tap, more difficult bugs appear as the levels go on. These require the player to tap several times before disappearing. Consequently, more difficult bugs award the player more points and result in a higher score at the level's completion. The score and score multiplier, as well as the best score, can be seen in the upper left hand corner of the screen at all times during the game.

To the right of the score, the amount of clovers the player has earned is shown. Players earn clovers at the end of each completed level if they earn a difficulty or health bonus, based on the difficulty of the level and the health of the plant at the end. Clovers allow players to purchase helpful tools that kill invading bugs. Tools available are the swatter, spray and mega spray, a frog, and a chameleon. These tools are available at increasing prices, with the chameleon the most expensive at 20 clovers. Players are able to work up to purchasing the different tools as they are engaged in the challenge of the game.

A useful pause button in the upper right hand of the game allows players to stop the game if necessary and return at the same point. On the right side of the screen, the player may also view the green progress bar to see how their plant is growing, as well as the red health bar - when full, the plant is at its best health. Different sound options are available in the settings menu; players can choose to play with music and no sound effects, sound effects and no music, both, or no sound at all.

Bug Frenzy - Flower Defense 1.0 features beautifully rendered 3D images, creating a colorfully vivid world of realistic flowers, bugs, and surroundings. The game uses Unreal Engine 3 for Apple devices for its cutting edge visual art. The game allows players to work on quick decision-making and strategy skills, testing their coordination and reflexes in a violence-free environment that is uncommon in such games. The clean, challenging fun makes Bug Frenzy - Flower Defense appropriate and enjoyable for children as well as adults.

"Get away from blood and violence for an afternoon, and play the challenging new game Bug Frenzy - Flower Defense," commented Radomir Kucharski of Spectral Games. "Stand up and defend a flower!"

Device Requirements:

- * iPhone, iPad, or iPod touch
- * Requires iOS 4.0 or later
- * 178 MB

Pricing and Availability:

Bug Frenzy - Flower Defense 1.0 is Free until Sunday August 8th and available worldwide exclusively through the App Store in the Games category.

Spectral Games:

<http://www.spectralgames.com>

Bug Frenzy - Flower Defense 1.0:

<http://www.bugfrenzy.com>

Purchase and Download:

<http://itunes.apple.com/app/bug-frenzy-flower-defense/id527632038>

Screenshot:

http://a2.mzstatic.com/us/r1000/117/Purple/v4/53/67/2f/53672f84-9d7a-74c9-8f0e-dabfd54f6fb1/mza_8278867855716631149.320x480-75.jpg

App Icon:

http://a2.mzstatic.com/us/r1000/120/Purple/v4/ca/45/51/ca4551bf-6c19-259f-590c-44dcdcf1566d/mza_5267802669798459567.175x175-75.jpg

Press Kit (rar):

<http://www.bugfrenzy.com/PRESSPACK.rar>

Based in Katowice, Poland, Spectral Games was founded by Radomir Kucharski in 2009. Spectral Games focuses on iOS game development using the cutting edge Unreal Engine 3 for Apple devices. Spectral Games just finished working on an action shooter, Global Ops: Commando Libya, was recently helping out with development of space shooter, Pilot X, and is currently working on several iOS games. Copyright (C) 2009-2012 Spectral Games. All

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