

Earn to Die - Coming Soon to iPhone, iPad and iPod touch

Published on 08/30/12

Not Doppler and Toffee Games today announce they will soon bring their hit Flash game, Earn to Die, to iPhone, iPad and iPod touch. The game sees players stranded in the middle of a desert overrun by zombies. With only a run-down car and a small amount of cash, players must drive through zombies hordes in order to escape. The original Flash game has enjoyed over 150 million plays and has been completely reworked with loads of new content and features for its App Store debut in the coming weeks.

Sydney, Australia - Not Doppler and Toffee Games today announced they will soon bring their hit Flash game, Earn to Die, to iPhone, iPad and iPod touch. The original Flash game has enjoyed over 150 million plays to date and has been completely reworked with loads of new content and features for its App Store debut in the coming weeks.

The Best of the Action, Driving and Upgrade Genres:

The game sees you stranded in the middle of a desert overrun by zombies. With only a run-down car and a small amount of cash at your disposal, your mission soon becomes clear - to drive through hordes of zombies in order to escape.

Feature Highlights:

- * A brand new Story Mode featuring eight new levels and challenging providing hours of game-play
- * Eight vehicles, all of which are customizable with a range of upgrades
- * New zombies, bigger and badder than ever before
- * A realistic ragdoll physics engine that allows you to crash into zombies and send them flying!
- * Challenge your friends for the best time in Championship Mode with Game Center support
- * Improved graphics and full HD retina support for the iPad
- * Oh and did we mention you get to drive through hordes of zombies?

Earn to Die will be available on the App Store in the coming weeks for \$0.99 USD (iPhone and iPod touch) or \$2.99 for the Full-HD iPad version and is great for casual gamers.

About Toffee Games:

Toffee Games is a game development studio based in the snowy fields of Siberia. Established in 2010, the studio initially focused on Flash game development, creating popular titles such as Earn to Die, Theme Hotel and The Last Shelter - which have generated a combined total of over 200 million plays. Since 2012, Toffee Games is heavily focusing on the mobile market, starting with a completely reworked version of their hit Flash game Earn to Die. For a full portfolio of Toffee Games' work, please visit Toffee Games online.

Not Doppler:

<http://www.notdoppler.com>

Toffee Games:

<http://www.toffeegames.com>

YouTube Video:

<http://www.youtube.com/watch?v=RtkGS0sj80A&feature=youtu.be&hd=1>

Not Doppler is a fast-growing Flash-games portal which is updated with new games every

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

Thursday. Since launching in 2005, the Sydney-based website has published over 370 weekly updates and has showcased nearly 2500 free-to-play online Flash games, enjoyed by millions of users each month. Not Doppler is taking the next step in 2012 by entering mobile and tablet publishing, with its first game for iOS, Earn to Die, set to be released in September. For more information, please visit Not Doppler online. Copyright (C) 2012 Not Doppler. 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. All other trademarks and trade names are the property of their respective owners.

###

John Daskalopoulos
Director

john@notdoppler.com

Link To Article: <https://prmac.com/release-id-47332.htm>
