

AbombinaBall - a Unique Physics Puzzle game

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UK based Abombinaball Games today introduces ABombinaBall 1.0, their debut unique, quirky physics puzzle game title developed for iPhone, iPad and iPod touch. With an Intuitive Swipe Mechanic, use logic and skill to Free the Abombinaballs from the bullying platforms, that have taken over their world and enslaved their King. Only you can help them be victorious. 4 different difficulty settings mean this game is perfect for all the family, ideal for the Very Young, Older Kids and Grownups.

Walsall, United Kingdom - Abombinaball Games have Launched their Debut App, the eponymous 'ABombinaBall', after months of Speculation regarding the Publishing of this Title. The Team of Industry Veterans, Can Combined Boast a String of Massive Hits back to the early 90's, including Johnny BazookaTone, Chicken Run, Zapper, Taz:Wanted, Fuzion Frenzy, Numerous Harry Potter Titles, Wallace and Gromit, Crysis 2, Tom & Jerry.

The Development has had quite a bit of interest from Major Publisher, but aBombinaball decided to Publish their first title themselves. "We'd spent a long time perfecting the Gameplay." announced Neil Pettitt CEO of Abombinaball. "The Larger Publishers we spoke to were interested, but Ultimately we just felt it would be Fun to Self-Publish. We Wanted the App to Be FREE. We will ramp up what we have and consider a Major Publisher for our next title, perhaps we've been Naive, perhaps it'll work, either way, we'll enjoy the experience and learn from it."

"The Game is a Solid piece of entertainment, we set out to create something as intuitive as Angry Birds, but instead focusing more on the Swipe control, I think we've achieved something quite special, you can get real subtlety on your shots. We've also went to great pains to make the game as appealing as possibly, with Different Modes for 'Babies', 'Kids', 'Grownups' and also a 'HardCore' mode for Die Hard Gamers. I'm really proud of what we've created, and look forward to Creating more Games Building on the Mechanics set out in this first title."

Device Requirements:

- * iPhone 3GS, iPhone 4, iPhone 4S, iPhone 5, iPod touch and iPad
- * Requires iOS 5.1 or later
- * 18.1 MB

Pricing and Availability:

ABombinaBall 1.0 is Free and available worldwide exclusively through the App Store in the Games category.

Abombinaball Games:

<http://www.abombinaball.com>

ABombinaBall 1.0:

<https://itunes.apple.com/app/abombinaball/id534431185>

Screenshot 1:

http://www.abombinaball.com/absphone4_01.png

Screenshot 2:

http://www.abombinaball.com/absphone4_02.png

Screenshot 3:

http://www.abombinaball.com/absphone4_03.png

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

App Icon:

<http://www.abombinaball.com/iTunesArtwork.png>

Located in Central England and Canada, aBombinaBall Games are comprised of Industry Veterans with over 5000 years of Industry experience. All influences and platform successes for a host of international publishers. All Material and Software (C) 2012 Mobobo / 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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Link To Article: <https://prmac.com/release-id-50914.htm>
