

Feed Eric Biscuits new accelerometer based game for iPhone

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UK based Studio Plinth today introduces Feed Eric Biscuits 1.0 for iOS. Aimed at casual gamers of all ages and abilities, Feed Eric Biscuits consists of four fiendishly addictive accelerometer based games in one. Eric wants biscuits. The trouble is, biscuits make him f

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addictive new games.

Edinburgh, United Kingdom - Feed Eric Biscuits launches for the iPhone and iPod touch today for 0.99\$ is from Scotland based startup Studio Plinth. Consisting of four fiendishly addictive accelerometer based games in one Feed Eric Biscuits is aimed at casual gamers of all ages and abilities. Feed Eric Biscuits is highly addictive and surprisingly simple. The player just tilts thier iPhone to control Eric and as the instructions say, all they need to do is:

- * Eat biscuits - to earn points but beware the more Eric eats the fatter and slower he gets
- * Take exercise - catch the moving bicycle to lose weight and regain Eric's agility
- * Avoid diet pills - or lose a life, they really aren't good for you

Each game is 2 mins 30 secs long they are:

- * Biscuit Bonanza - Eric soon learns that he can have too much of a good thing
- * Shortbread Shenanigans - Help our bite-sized hero dodge the shortbread juggernauts in his quest to eat more biscuits
- * Custard Cream Catastrophe - Be Eric's eyes as he battles to sustain himself in this evil creamy maze
- * Digestive Distress - There are few sights more distressing than a giant Digestive biscuit you can't eat

Within each game eat special biscuits for timed point multiplier bonuses. Bonuses are also awarded for the number of cumulative biscuits eaten over the lifetime of playing a game. The more you play the higher the bonus.

Device Requirements:

- * iPhone, iPod touch, and iPad
- * Requires iOS 5.0 or later
- * 24.5 MB

Pricing and Availability:

Feed Eric Biscuits 1.0 is only \$0.99 USD (or equivalent amount in other currencies) and available worldwide exclusively through the App Store in the Games category.

Studio Plinth:

<http://studioplinth.com>

Feed Eric Biscuits 1.0:

<http://studioplinth.com/feed-eric-biscuits/>

Purchase and Download:

<https://itunes.apple.com/app/id570159603>

Screenshot:

<http://a1806.phobos.apple.com/us/r30/Purple/v4/fc/6f/94/fc6f94ae-7efc-7bb9-c279-35790faf76ba/mzl.ryiwivvg.320x480-75.jpg>

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

App Icon:

<http://a1.mzstatic.com/us/r30/Purple/v4/52/95/dd/5295dd68-212f-a0de-ab08-ab80f16d6de8/mzl.tdjvqqtz.175x175-75.jpg>

Press Kit (zip):

<http://studioplinth.com/s/Presspack.zip>

Studio Plinth was co-founded by Sanya Sever and Jay Forster-Davies in 2012, they are based in Edinburgh and this is their first app of many (they hope) as they desperately need a yacht or at least a 10 foot dingy in a sunnier part of the world. The risk of rickets with the miserable Scottish weather is just too great. Copyright (C) 2012 Studio Plinth. 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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