

Martin Pluisch introduces Tap Ten Trillion 1.0 - Addicting New Game

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Bonn based independent developer, Martin Pluisch today introduces Tap Ten Trillion 1.0, his new addicting game developed for iPhone, iPad and iPod touch devices. The gameplay itself reminds of the famous flashgame "Cookie Clicker", yet #ttt is set in a different setting. Players have to produce ten trillion taps to complete the game. Use your taps to buy pickaxes, workers, diggers and many more. On their journey to fulfill the ten trillion, they can earn 21 Game Center achievements.

Bonn, Germany - Independent Developer, Martin Pluisch today is thrilled to announce the release of Tap Ten Trillion v.1.0, his new addicting game developed for iOS. The gameplay itself reminds of the famous flashgame "Cookie Clicker", yet #ttt is set in a different setting. As the name says, you have to produce ten trillion taps to complete the game. On your journey to fulfill the ten trillion, you can earn 21 Game Center achievements (awesome for achievement-hunters!).

Tap the stone to earn taps. Use your taps to buy pickaxes, workers, diggers and many more in the store! Every item increases your tap-per-second rate. Buy new things from your earned taps, upgrade your store items and compete with your friends over Apple's Game Center.

#ttt is one of the most addicting games on the iOS market. Test User couldn't lay their devices down and were hooked from the first tap on. Version 1.0 comes as an universal app, meaning you buy it once and can use the optimized version on your iPhone, iPad or iPod touch. It runs on every iDevice out there, and supports every display, starting at the 3.5" up to the large iPad's.

Device Requirements:

- * iPhone, iPad, and iPod touch
- * Requires iOS 5.0 or later
- * Universal Application
- * 20.5 MB

Pricing and Availability:

Tap Ten Trillion 1.0 is \$1.99 USD (or equivalent amount in other currencies) and available worldwide exclusively through the App Store in the Games category. For suggestions or help you can tweet the developer @martinpluisch or visit his website. Apps made in Germany, made for the world.

Martin Pluisch:

<http://www.martinpluisch.com>

Tap Ten Trillion 1.0:

<http://martinpluisch.com/projects/>

Purchase and Download:

<https://itunes.apple.com/app/tap-ten-trillion/id702191024>

Screenshot:

<http://a4.mzstatic.com/us/r30/Purple/v4/8c/1f/fc/8c1ffce7-4560-a258-c3ee-f78431ec8ea2/screen480x480.jpeg>

App Icon:

<http://static.squarespace.com/static/51e17c89e4b0c8784c9c2040/t/523806eee4b00641fecabc1a/1379403510118/icon.png?format=500w>

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