

## **Vans Sk8: Pool Service launches OS 3.0 compatible and free lite editions**

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Fuel Games today announced Vans Sk8: Pool Service 1.1.1, with full compatibility with iPhone and iPod Touch OS 3.0. Vans SK8: Pool Service allows players to step into the shoes of pro riders Bucky Lasek or Omar Hassan, choose their board and wheels, and session an abandoned pool in one of ten unique events. The latest update adds the additional functionality of allowing players to skate to their own playlists, pulling music from their iPods.

Ottawa, Canada - The mobile game reviewers are calling "by far the best skating game on a mobile device" (GamePro) has recently gone live with its latest update, which includes, among other features, full compatibility with Apple's newest iPhone and iPod Touch OS 3.0. The latest update to the official Vans iPhone game adds the additional functionality of allowing players to skate to their own playlists, pulling music from their iPods.

Developed by Fuel Games, Vans SK8: Pool Service allows players to step into the shoes of pro riders Bucky Lasek or Omar Hassan, choose their board and wheels, and session an abandoned pool in one of ten unique events. The game features a licensed soundtrack from artists such as Penuckle and Slowride, and makes use of both the accelerometer function and multi-touch interface of the iPhone and iPod Touch.

Minimum Requirements:  
iPhone and iPod touch 2.0 or later (Full 3.0 OS support)

Pricing and Availability:  
Vans Sk8: Pool Service is currently available for \$2.99 (USD) on the App Store, or as a free Lite version, giving iPhone and iPod touch users an excellent opportunity to check out one of the season's most addictive titles. Find out more about the game and view screen shots at the official game website, or download now from the Apple App Store.

Vans SK8: Pool Service 1.1.1:  
<http://www.vanssk8.com>

Download and Purchase:  
<http://www.fuelgames.com/redirect/vanssk8/Download>

Game Trailer:  
<http://www.youtube.com/watch?v=Nr32TcO7fmM>

Fuel Games is an independent game developer exploring the boundaries of mobile, console, online and PC game development. With studios in Los Angeles, Denver, and Ottawa, Fuel Games continues to invent new ways to engage gamers, wherever they're found. Copyright 2009 Fuel Games. All Rights Reserved. Apple, the Apple logo, iPhone and iPod are registered trademarks of Apple Computer in the U.S. and/or other countries.

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Nick Iannitti  
Director of Communications  
613-224-6738 x 273

[nick@fuelindustries.com](mailto:nick@fuelindustries.com)

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