

Cortex 1.0 released for iOS - A Puzzle to Push The Brain to Its Limit

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Cambridge-based company, AppsVortex today announces Cortex 1.0, their new puzzle game for iPhone and iPod touch. 30 rush and speed levels are guaranteed to push the player's brain to its limit with the dynamic and ever-changing synchronized movements of the boxes. Using different strategies, players can collect and use their powers when needed most to wisely stop, reveal, and disable boxes in time. They need to make progress from a rookie all the way up to insanely complicated stages.

Cambridge, United Kingdom - AppsVortex today is pleased to announce the release and immediate availability of Cortex 1.0, their new puzzle game for iPhone and iPod touch devices. Cortex 1.0, a challenging game that guarantees to push the player's brain to its limit combines elements of memorisation and speed.

In Cortex, the year is 2025 and the player enacts the role of Dr. Max, a brilliant scientist who has created his greatest work to date in his special underground lab - the first truly powerful intelligent machine. His new kind of computer doesn't just "compute"; it is also capable of lightning fast and dynamic thinking that precisely mirrors that of a human. Dr. Max never suspected was that his creation was, in fact, much more intelligent than he thought possible. Soon, he realized that his machine could be much more intelligent than any human being!

Before he can act on his fears, the powerful Machine takes control of the subterranean lab and begins conducting its own experiment. The Machine's experiment is designed to determine if human intelligence is a superior adversary or if The Machine should opt to pursue a global domination strategy. Mankind's fate hangs in the balance.

Dr. Max is now subjected to a demanding experiment designed to tests his mental agility, reflexes, strategic thinking, and memorization skills. The Machine's Game in an intriguing and deadly one that is full of crazy mechanics and plenty of frenetic movement and colors. The Machine intends to find out whether the human mind superior to a silicon one. Players can rely upon speed, strategic thinking, or a masterful blend of both to face the dynamic and ever-changing synchronized movements of the boxes that will push their thinking to the limit.

Feature Highlights:

- * Test how far you can go
- * Compete with other players to establish the best "Brain Score" online
- * Unlock Achievements and share them with friends
- * Optimized graphics for Retina and iPhone 5 Retina display

With 30 difficulty rush and speed levels, Cortex is a challenging game. Players need to make progress from a rookie all the way up to insanely complicated stages and complete each level in time. The machine challenges the player to draw on all their mental skills in an unprecedented manner in the form of 20 explosive and ever-changing boxes that frenetically move on tracks. They need to use special magic powers wisely to help them stop, reveal, reset, and disable boxes before it's too late.

"Step forward and prepare your mind for a new kind of challenge, one where your speed, mental agility, strategy and memorization will all be pushed to the limit!," said Fryderyk Benigni of AppsVortex.

Device Requirements:

- * iPhone 3GS, 4, 4S, 5, 5S, 5C, and iPod touch

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- * Requires iOS 6.0 or later
- * Optimized for iPhone 5

Pricing and Availability:

Cortex 1.0 is \$0.99 (USD) and available worldwide exclusively through the App Store in the Games category. There is also a free version available with in-app purchase to convert to a full version. Promo codes are available on request.

Cortex 1.0:

<http://www.appsvortex.com/app/cortex-challenge/>

Purchase and Download:

<https://itunes.apple.com/us/app/cortex/id689622872>

Download from iTunes:

<https://itunes.apple.com/us/app/cortex-lite/id716951133>

Media Assets:

<http://www.appsvortex.com/presskit/sheet.php?p=cortex>

AppsVortex is an independent UK-based studio, created to push the boundaries and explore the mobile and entertainment market. Their main objective is to craft innovative games and apps for everyone. The company was founded in 2010 by Fryderyk Benigni at the beginning of his MSc Course in Game Design and Development at Goldsmith's University of London. Fryderyk previously founded a series of tech-based companies in the UK and back in Brazil where he lived for 8 years. AppsVortex was the first company focused on Games development. Copyright (C) 2013 AppsVortex Ltd. All Rights Reserved. Apple, the Apple logo, iPhone and iPod are registered trademarks of Apple Inc. in the U.S. and/or other countries.

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