

A Zombie Musical Combines Arcade-Style Action With A Musical Memory Game

Published on 11/07/13

LionApps announces A Zombie Musical 1.1 for iOS, a unique game that evokes classic fast-paced arcade-style action while challenging the player to remember sequences of colors and/or musical tones to complete levels of increasing complexity and speed. Catch the coffins in your portable crematorium, and the dead are sent to a peaceful ever-after. But if you miss, the coffin's residents are turned into raging zombies. The game contains original soundtracks, delightful animation and fun gameplay.

San Diego, California - LionApps is pleased to announce the release of A Zombie Musical 1.1 for iOS, a unique game that evokes classic fast-paced arcade-style action while challenging the player to remember sequences of colors and/or musical tones to complete levels of increasing complexity and speed. The game contains original soundtracks, delightful animation and fun, challenging game play.

Murdock Smythe has created an un-deadly concoction that - when mixed with a spooky melody that he creates, can bring the dead back to life! You can stop him if you can remember the melody he creates as he splashes falling coffins with his potion. Catch the coffins in your portable crematorium, and the dead are sent to a peaceful ever-after, but if you miss, the coffin's residents are turned into raging zombies! If you miss 3 coffins, the zombies will destroy your porta-torium and the game is over, but if you can catch enough coffins to finish a round, Murdock will make it more challenging by dropping more coffins at a faster pace!

A Zombie Musical has two play modes - Real Time Play and Memory Mode: Real Time Play requires you to pay attention to the caskets that Murdock Smythe selects as they appear at the top of the mausoleum wall so you can catch those caskets when they reach the bottom of the wall. The rows of caskets continue to drop until you catch all the caskets of his tune or you miss three and the resulting zombies destroy the porta-torium! If you catch all the caskets of a tune, Murdock increases the speed and length of the next tune. Using the helper tools that appear as posters on the wall, try to make it all the way to the Boss Stages where Murdock unleashes new challenges!

Memory Mode lets you watch Murdock select several caskets before dropping them. You must remember the caskets that he selects and then catch them. If you catch them all without missing more than 2, Murdock plays the same tune, but adds a casket at the end. This continues as long as you can catch all the caskets of his ever-growing tune. How many caskets in a row can you remember?

Device Requirements:

- * iPhone, iPad, and iPod touch
- * Requires iOS 6.1 or later
- * 39.2 MB

Pricing and Availability:

A Zombie Musical 1.1 is only \$0.99 USD (or equivalent amount in other currencies) and available worldwide exclusively through the App Store in the Games category.

A Zombie Musical 1.1:

<http://www.elzesoftware.com/LionApps.html>

Purchase and Download:

<https://itunes.apple.com/us/app/a-zombie-musical/id720782881>

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

YouTube Video (Real Time Mode):

<http://www.youtube.com/watch?v=Kpj5QbKDUZs>

YouTube Video (Memory Mode):

<http://www.youtube.com/watch?v=z9DLhZKhtwQ>

Screenshot 1:

<http://www.elzesoftware.com/images/6cb5b0ae7441e4ff488a18cc7198288a.png>

Screenshot 2:

<http://www.elzesoftware.com/images/b2246078e7d3e859b71355611e5d218b.png>

LionApps is a developer of unique, fun iPhone apps. We build games, novelty and entertainment apps as well as productivity apps. All Material and Software (C) Copyright 2013 LionApps. 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. Other trademarks and registered trademarks may be the property of their respective owners.

###

Larry Greenhouse
Partner
760-215-3836

larryg3@yahoo.com

Link To Article: <https://prmac.com/release-id-62867.htm>
