

Raildale: Railway Building Game for iOS and Mac OS X

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Indie developer Anton Zherdev is proud to announce the upcoming release of Raildale, a brand new and exciting railway building game. The rules of the game are rather simple: the gamer connects multi-color cities with railways. The gamer has to prevent train crashes and go to same color cities. The gamer has to prevent train crashes and go to same color cities. In case of train crash there are big fines to fix it. Raildale will be available in January 2014 for iOS and Mac OS X.

Moscow, Russian Federation - Indie developer Anton Zherdev is proud to announce the upcoming release of Raildale, a brand new and exciting railway building game that promises to offer long-lasting enjoyment to gamers.

Raildale is a new and exciting railway building and management game. The rules of the game are rather simple: the gamer connects multi-color cities with railways. There are many futures like new cities, switches and traffic lights, fines and rewards. The gamer has to prevent train crashes and go to same color cities. In case of train crash there are big fines to fix it. Gamers win the level in case of positive balance within a specific time frame. It is not a simple game and it has additional difficulty levels that include express train, extra damages and various surprises.

As Anton Zherdev, developer of Raildale, explains "My intention was to create a game that gamers can enjoy playing. And I believe I succeeded. After several unending tests and thorough polishing of details, I can admit that I really love it."

Raildale will be available in January 2014 for iOS devices like iPad, iPhone, iPod touch and Mac OS. During the launch period there will be a considerable discount in price. And Mr. Zherdev adds "This is my first game. My main goal was to create a good-looking and really interesting game. I think I managed to do it."

Raildale:
<http://www.raildale.com>

Raildale Blog:
<http://blog.raildale.com>

Developer Blog:
<http://www.antonzherdev.com>

YouTube Video:
<https://www.youtube.com/user/RaildaleGame>

Press Kit (zip):
<http://www.raildale.com/download/presskit.zip>

Anton Zherdev, developer of Raildale, is an independent game developer with more than 10 years of experience. Raildale is his first game. Anton Zherdev is available for an interview. Copyright (C) 2013 Anton Zherdev. All Rights Reserved. Apple, the Apple logo, iPhone, iPad, iPad mini, iPod touch, and Mac 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.

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