

TARI introduces FlyBy 1.0 for iPhone and iPod Touch

Published on 07/06/09

TARI today is delighted to introduce FlyBy 1.0, their new 3D flying game for iPhone and iPod Touch. Designed specifically to leverage the iPhone's unique built-in tilting and gorgeous interface, FlyBy is first-person and incredibly simple to play. Fly through a 3D space among bumble bees, bubbles and sunbeams. Gamers avoid insects and try to hit bubbles and sunbeams simply by tilting their device to change the flight direction. FlyBy sports its own AI, so every flight is new and unique.

Trzic, Slovenia - TARI today is delighted to introduce FlyBy 1.0, their new 3D flying game for iPhone and iPod Touch. Designed specifically to leverage the iPhone's unique built-in tilting and gorgeous interface, FlyBy is first-person and incredibly simple to play. Fly mid-air through a 3D space among bumble bees, bubbles and sunbeams. Gamers avoid insects and try to hit bubbles and sunbeams simply by tilting their device to change the flight direction.

FlyBy offers a beautiful UI with crisp, realistic graphics, featuring various excitement levels, from relaxed cruising to a highly exciting drive. It sports its own game intelligence as well. Game situations for each run of the program are created on the fly and not predefined, so every flight is new and unique, with no repetition. At anytime users can tap to re-calibrate the tilt position. Tapping causes the current tilt to be assumed as the straight flight direction.

To start gameplay, just select the traffic congestion to suit the preferred excitement level. Among FlyBy's most compelling features is when a bumble bee is hit; not only does it cost the gamer points (5), it causes condensation and moss to grow on windshield. Too much moss (3 pieces) on the windshield and the game is over. Flying through a sunbeam clears the windshield and if the result is negative, the game is reset to zero points.

Feature Highlights:

- * First Person
- * Leverages iPhone (or iPod touch) accelerometer
- * Game Intelligence - Situations are created on-the-fly
- * Compelling UI and Graphics

"I am really excited about the release of FlyBy" said Izidor Jerebic, co-founder of TARI. "People have always wanted to fly, so a flying game is a good fit for the platform, which is so markedly an improved mobile computing experience. And despite the possibility of an occasional adrenaline rush, FlyBy is basically an easy-going game about the joy of flying. Just you and summer sky and having a good time."

System Requirements:

- * iPhone or iPod Touch 2.0 or later

Pricing and Availability:

FlyBy 1.0 for iPhone is only \$0.99 (USD) and available exclusively through Apple's App Store.

TARI:

<http://www.tarisoft.com/>

FlyBy 1.0:

<http://www.tarisoft.com/flyby/>

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

Download and Purchase:

<http://itunes.apple.com/WebObjects/MZStore.woa/wa/viewSoftware?id=319804677&mt=8>

YouTube Video:

<http://www.youtube.com/watch?v=fB3I6JDO1dk>

Screenshot:

<http://www.tarisoft.com/flyby/screenshot1.png>

Application Icon:

<http://www.tarisoft.com/flyby/appicon.png>

Based in Trzic, Slovenia, TARI is a small family-owned company co-founded in 1999 by Izidor Jerebic. With a focus on the elegant platforms, such as Mac, Ruby on Rails and iPhone, TARI was formed by an experienced team who love programming and have a passion to create original and unique applications. The company is active in several key business areas, one among them being computer software development. Team members have designed and developed several quite large custom applications for their clients. Copyright 1999-2009 TARI. All Rights Reserved. Apple, the Apple logo, iPhone and iPod are registered trademarks of Apple Computer, Inc. in the U.S. and/or other countries.

###

Izidor Jerebic

Owner

38641322367

flyby@tarisoft.com

Link To Article: <https://prmac.com/release-id-6363.htm>
