

## Top Meadow Releases Buggle 1.0 - Casual iPhone Game

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Top Meadow Inc. today is pleased to announce the release of Buggle 1.0, a new iPhone game from the award-winning designer of The Incredible Machine. Buggle brings a new spin to the the Match Three genre with colorful bugs that slide and rotate around a spider web. When the player groups three of the same type of bugs together they fly free of the web. When enough bugs are freed the player moves on to the next level. The game ends when the spider makes it to top of the web.

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Buggle also features five different super powers that can be won and used at any time. The players win the super powers by freeing glowing bugs from the web. The super powers include actions that spin all the bugs around the web in different directions, slide them along the web, teleport them between locations, metamorphosise one type of bug into another, and drop water on the spider to send him back down to his starting position. Each super power activation is accompanied by the bug's excited voices.

In addition, the player can earn ten different achievements that are awarded by the bugs. Freeing at least 100 bugs during a games earns the player the "Bug Buddy" award. Freeing more ladybugs than any other bug on the web earns the "Dress of Distinction" award. Each award is announced by the bugs' voices accompanied by the presentation of a colorful badge. The badges are displayed in an award gallery where players can see the awards they have won along with blank spots for the awards they have yet to win.

Buggle was originally designed five years ago as a simple and fun PC entertainment for the developer's son Aidan who was then just out of the hospital. The partially completed game was pulled off the shelf in late July 2009 and completed for the iPhone.

Top Meadow continues work on Buggle and planned updates include online top scores lists and achievements; new super powers; and additional play modes. "The initial feedback that we have received for Buggle has been very positive. It is the type of game that can be enjoyed by kids in addition to adults", said Top Meadow President and The Incredible Machine designer, Kevin Ryan. "The iPhone is a perfect platform to develop for. We can solicit player feedback and easily continue to put out improvements and additional content for all the games that we create."

Minimum Rquirements:  
iPhone or iPod Touch 2.0 or later

Pricing and Availability:  
Buggle 1.0 is offered at an introductory price of \$0.99 (USD) and available exclusively through the App Store.

Buggle 1.0:  
<http://www.topmeadow.com/iPhone/buggle/>

Purchase and Download:  
<http://phobos.apple.com/WebObjects/MZStore.woa/wa/viewSoftware?id=325698949&mt=8>

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

YouTube Video:

<http://www.youtube.com/watch?v=lggqwe4sD8c&fmt=18>

Screenshot:

<http://www.topmeadow.com/iPhone/buggle/gamePlay.jpg>

Top Meadow Inc. was founded by Brian Supple and long time industry veteran and former co-owner of Dynamix, Kevin Ryan. Top Meadow is located high in the Sierra Mountains in Shaver Lake, CA and is dedicated to creating fun games for all platforms. Copyright 2009 Top Meadow Inc. 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.

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