

Speed of Time 1.1: Race Against Hurdles, Battle Friends, Beat Scoreboard

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Orange Parallax today announces Speed of Time 1.1, an update to their popular game for iOS devices. Gamers ride a rollercoaster of speed while jumping through hoops, avoiding obstacles, and focus on staying the course for as long as they can withstand. Those with the highest scores are ranked on a leaderboard battle page. Players can also be invited by friends to beat their scores. The game is enhanced with 3D graphics, FX features, and easy touch screen controls.

Montreal, Canada - Orange Parallax today is proud to announce Speed of Time 1.1, an update to their popular game for iPhone, iPad, and iPod touch. Developed specifically for the ultimate racer, this game introduces speed, precision maneuvers, and grit. Gamers must keep their avatar on course for as long as they can manage, while racking up points for hoops and navigation. Scores are tallied and saved in the game center and users can play to beat record highs by other leaderboard champions. Gamers can receive challenges from friends urging them to beat their scores and earn achievements.

With purpose, the minimalist design lets gamers focused on skill, instead of aesthetics. Players use simple interface controls to manage their prototype through an endless roller coaster. The goal of the game is to keep the avatar from falling off course. Players increase points by jumping through hoops, staying in the middle lane, and not crashing into obstacles. Players can use speed bumps to propel into hoops, but the key is to keep the precursor in proper formation as to not fall off track.

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decide how aggressively or gently to interact with the touch screen controls. At 60 frames per second, the game is designed to meet the speed of the gamer and provide a realistic landscape with FX enhancements and 3D graphics.

Perfect for the speed junky, the competitive spirit, and anyone else that enjoys a game honed on the idea of racing without advertisements, or bells and whistles that ultimately decrease a gaming experience. Speed of Time can be played anywhere and members can keep score as they develop skill and precision. Racers can join each other on the game's social media platform for extended support, tips, and conversation.

Feature Highlights:

- * No advertisements
- * 3D graphics
- * 60 frames per second
- * Precision Controls: left, right, and break
- * New FX enhancements
- * Leaderboard battles
- * Game center saves scores
- * Hoop and blank obstacles
- * Sound effects and music
- * Link up with other racers on social media
- * Comfortable and simple User Interface

"Speed Of Time pulls it off with elegant simplicity, with an ideal combination of tense sound effects, a serpentine track which weaves and banks at random, and silky smooth gameplay at 60 frames per second. The track widens and narrows, dips and peaks, and demands sweat-browed concentration to keep the Photon from rolling off either side into the abyss," said Henry Dowling, Writer at Tapscape. "It is this pulsating, high-speed track drama which is the heart of Speed Of Time. By now you will have played your fair

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be the perfect game to rekindle your iOS-based racing passion." (Oct. 2014)

Aside from functionality and performance, a fun perk of the game is the Leaderboards, Achievements, and Challenges portions. The leaderboard contains four segments where players are ranked by highest numbers. Gamers can be featured on leaderboards for best score, jump, distance, or max speed, enticing a "just one more time" mentality in hopes of beating out the latest opponent.

The achievements bank allows players to accumulate points for scoring over a certain number during a single game, reaching a certain speed, staying on ground, and jumping. Gaining achievement awards means a higher chance at ranking above other players. The challenges section is a place for friends to engage in friendly competition and invite one another to beat their highest score.

"Speed of Time is a pure and organic game without artificial gimmicks for thrill seekers, control freaks, and racing beasts out there," said Olivier Painnot, the young developer of Orange Parallax. "I always loved speed control games and thought it was time to create a game that people can play with friends, which actually offered an adrenaline rush with realistic movement. The idea was to give gamers something to look forward to without becoming bored. I hope they find it as exciting as I have!"

Device Requirements:

- * iPhone, iPad or iPod touch
- * 7.0 or later
- * 27.1MB

Pricing and Availability:

Speed of Time 1.1 is only \$.99 (USD) and available worldwide through the App Store in the Games category. Review copies are available upon request. Complete information about countries, cities, categories and subcategories, units and currencies the application contains can be found on its homepage.

Speed of Time 1.1:

<http://www.orangeparallax.com>

Purchase and Download:

<https://itunes.apple.com/app/speed-of-time/id899709027>

YouTube Video:

<https://www.youtube.com/watch?v=19OHnp1k-SU>

Media Assets:

http://www.orangeparallax.com/presskit/sheet.php?p=speed_of_time

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