

Artgig's New Adaptive Math Game Jump! Lands in the App Store Today

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Artgig Apps today introduces Jump! A Game of Numbers 1.0, their new educational game developed for iOS devices. The premise of Jump! is simple - save the little Snortles who have been blasted from their volcano home and scattered across the sea. You must get from shore to shore by sequentially jumping from one number to the next, while rescuing as many Snortles as you can along the way. The adaptive game engine makes Jump! fun for a wide range of ages.

Pleasantville, New York - Artgig Apps, creators of award-winning kids educational apps, is pleased to announce the launch of their new game, Jump! A Game of Numbers, today on the App Store. The premise of Jump! is simple - save the little Snortles who have been blasted from their volcano home and scattered across the sea. You must get from shore to shore by sequentially jumping from one number to the next, while rescuing as many Snortles as you can along the way. It sounds easy, but you'll encounter choices on your path where you need to combine numbers in order to progress.

The adaptive game engine is what makes Jump! fun for a wide range of ages. The engine adjusts the difficulty for each player as you play, so the challenge is just right. You begin counting by 1s and 2s, but before you know it, you may find yourself counting by 7s, 8s and 9s and things can add up quickly. You'll also need to watch out for Stompers and fuses or they'll send your Snortles flying!

Jo Booth of Teachers With Apps, expands on the academic virtues of the game "It is not merely drilling math facts, integration is ensured through play and lateral thinking. You see it's all about saving the Snortles, and the play brings automaticity in learning. It's nice too, that you can use this game as a warm up by playing a few levels or just going at it for the fun of it."

Jump! joins a successful suite of math apps that include the Mystery Math Town and Marble Math games. Artgig president, Matt Kicinski, notes "The secret sauce is the adaptive game engine. The more Snortles you save, and the more math you do, the more challenging the game will become. We play tested the game with kids, and adults, and it can get pretty intense - especially when a Stomper is chasing you. For kids who want a more leisurely math adventure, we've provided an option to turn off Stompers and fuses. The goal is to make it fun for everyone."

Device Requirements:

- * iPhone, iPad, and iPod touch
- * Requires iOS 6.0 or later
- * 160 MB

Pricing and Availability:

Jump! A Game of Numbers 1.0 is \$2.99 USD (or equivalent amount in other currencies) and available worldwide exclusively through the App Store in the Education category.

Jump! A Game of Numbers 1.0:

<http://artgigapps.com/apps/jump>

App Store Link:

<https://itunes.apple.com/app/jump!-a-game-of-numbers/id1073602039>

Teachers With Apps Review:

<http://www.teacherswithapps.com/jump-a-game-of-numbers/>

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

Screenshot:

<http://a2.mzstatic.com/us/r30/Purple49/v4/8b/24/e2/8b24e2e3-8039-d7d2-a054-f0a6ce7d5fbe/screen480x480.jpeg>

App Icon:

http://i1175.photobucket.com/albums/r625/artgigapps/Jump/jump_icon_rounded_zpsdkxa7nwg.png

Artgig is an award-winning boutique interactive firm based in Westchester, NY. Artgig's key employees first met while working for a major U.S. educational publisher, creating, designing and developing kids games for schools. In 2002 Matt Kicinski formed Artgig, and they've been working together ever since. Copyright (C) 2016 Artgig, LLC. 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.

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