

Toy Kite Software releases iSamurai: Critical Strike for the iPhone

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Toy Kite Software today is pleased to announce iSamurai 2.0: Critical Strike, the new tactical version of their "sword fight anywhere" game for the iPhone and iPod Touch. In celebration of this release, Toy Kite is announcing the iSamurai video competition with 10 prizes including a new iPod Touch. iSamurai is a two-player sword fighting game where players swing their iPhones or iPod Touches like swords.

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iSamurai is a two-player sword fighting game where players swing their iPhones or iPod Touches like swords. Now with iSamurai 2.0: Critical Strike, Toy Kite Software has created a truly tactical sword fighting game. Players must watch their opponent carefully, because if multiple attacks are blocked, CRITICAL STRIKE is activated and the opponent's next attack is devastating.

"There are lots of games for the Wii where players physically move around." said Robert Hogg, CEO and founder of Toy Kite Software. "We wanted to create a game like that for the iPhone and iPod Touch. It has taken a few revisions, but now we have the game that we originally envisioned: a real-time tactical sword fighting simulation."

With iSamurai, two iPhones communicate with each other instantly in real time, so if an attack is blocked, the sound of striking swords is heard from both iPhones. And if an attack isn't blocked, the defender's iPhone indicates a hit with a variety of battle sounds. With this version, the iSamurai slash and block detection has been updated to be very accurate.

iSamurai also includes a single-player mode with twelve levels of difficulty. Players fight against a peasant, an apprentice, a warrior and finally a samurai who yell out different attacks that the player must block and then counter attack. Since the iPhone 3GS comes with video capability, Toy Kite Software is sponsoring the iSamurai "Fight Anywhere" video contest to show iSamurai in action around the world.

iSamurai 2.0 Critical Strike includes the following features:

- * Two-player interactive bluetooth or Wi-Fi game
- * Single-player game with twelve levels of difficulty
- * "Critical strike" power-ups
- * Enhanced attack and block detection
- * Tutorial featuring animations of the different attacks and blocks
- * Training "Dojo" where the player can practice the different iSamurai moves
- * Art of War quotes from legendary warriors

System Requirements:

- * iPhone or iPod Touch 2.2.1, iPhone or iPod Touch 3.0 for Bluetooth

Pricing and Availability:

iSamurai: Critical Strike for iPhone is only \$2.99 (USD) and available exclusively through the App Store in the Games category. For a limited time, iSamurai will be on sale for \$.99 (USD). To schedule an interview with Robert Hogg, CEO, please call 323-982-8243 or contact online.

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Toy Kite Software:
<http://toykite.com/>

iSamurai 2.0:
<http://isamuraiapp.com>

Press Kit:
<http://isamuraiapp.com/pr-oct132009/isamurai-critical-strike-pk.zip>

Download and Purchase:
<http://phobos.apple.com/WebObjects/MZStore.woa/wa/viewSoftware?id=315319246&mt=8>

Screenshot:
<http://isamuraiapp.com/pr-oct132009/iSamuraiCriticalStrikeSplashScreen.jpg>

App Icon:
<http://isamuraiapp.com/pr-oct132009/iSamuraiCriticalStrikeIcon.jpg>

Headquartered in Los Angeles, California, Toy Kite Software is a privately held company founded in 2008 by robotics engineer Robert Hogg. Robert is a graduate of the Computer Science and Engineering program at UCLA, and works for NASA's Jet Propulsion Lab. Toy Kite's goal is to create exciting software that fully leverages the capabilities of the iPhone platform. The Toy Kite team includes Robert Hogg, Arin Morfopoulos; technical director and lead software engineer, Doug Hogg; promotion and research director, and Ryan Rodriguez; director of design. Copyright 2008-2009 Toy Kite Software. All Rights Reserved. Apple, the Apple logo, iPhone and iPod are registered trademarks of Apple Computer in the U.S. and/or other countries.

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