

A cracking iOS game for diamond geezers everywhere - He who dares wins

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UK based independent games company, Endless Arcade today announces Diamond Geezer 1.4.1, its debut arcade title developed exclusively for iPhone, iPad and iPod touch devices. Version 1.4.1 is the worldwide release, and includes only minor bug fixes. You're a crack and a swipe away from hitting the big time. You've stumbled on a right cushy little number in Botswana. All you need to do is tap the rocks and swipe as many of those diamonds as you can before time runs out.

Southampton, United Kingdom - Endless Arcade, a new independent games company from the UK, today is pleased to announce the worldwide release of Diamond Geezer 1.4.1, its debut arcade title developed exclusively for iPhone, iPad and iPod touch devices. You're a crack and a swipe away from hitting the big time. But will you smash it? You've stumbled on a diamond mine in Botswana (as you do!), pickaxe in hand.

All you need to do is crack the rocks and swipe as many diamonds as you can before your luck runs out. But be careful not to smash them. And make sure a tap is a tap and a swipe is a swipe - as every diamond geezer knows, precision's the name of the game. Just two simple gestures, get them right and you're laughing. How hard can it be? Some rocks are harder to crack than others but c'est la vie! With 5 variable environments and 49 amusing characters to unlock, Diamond Geezer is great fun and maddeningly addictive. Collect 100 diamonds and you can exchange them for a go on the one armed bandit. Spin to win, for the chance to win free diamonds and characters.

Features:

- * Simple gameplay
- * 49 different characters
- * 5 variable environments
- * Compete for high scores
- * Social media sharing
- * Daily free gift (diamonds or character)
- * Retro style graphics

"We all know someone who's a bit of a geezer. Way back to the barrow boys of the East End, the wheeler dealers of the nineties, through to the self-made Cockneys today," explained Pete Davies, creative director at Southampton based Endless Arcade. "Geezers are everywhere, they always have been and they're uniquely British. We wanted to create a game that rang a few bells with people. Players in their 30s and older are likely to recognise some of the characters and gameplay they grew up with, particularly here in Britain. There's definitely a nostalgic nod or two in there. At the same time you don't need to engage with any of that to play it. The priority was to create something to get everyone everywhere hooked. A game you can pick up quickly while you're waiting for the bus or your fish and chips."

Device Requirements:

- * iPhone, iPad, and iPod touch
- * Requires iOS 7.0 or later
- * 45.2 MB

Pricing and Availability:

Diamond Geezer 1.4.1 is Free and available worldwide exclusively through the App Store in the Games category. For more information, please visit Endless Arcade online, or contact Peter Davies.

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Endless Arcade:
<http://endless-arcade.com>

Diamond Geezer 1.4.1:
<http://endless-arcade.com/portfolio/diamond-geezer-app-game/>

Download from iTunes:
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Media Assets:
<http://endless-arcade.com/endless-arcade-presskit/>

Press Kit (ZIP):
<http://endless-arcade.com/wp-content/uploads/2017/01/Endless-Arcade-Images.zip>

Founded in 2016, up-and-coming British company Endless Arcade makes addictive endless arcade games that are easy to pick up and play. The team behind Endless Arcade have worked in the creative and digital industries all their lives, hailing from Scotland, England and Wales. They create engaging games that go beyond brilliant game play, celebrating modern culture with characters that players can identify with. Their modern graphical style with a retro twist is inspired by the 8-bit graphics of the past. Diamond Geezer is their debut game, with several new games in the pipeline. All Material and Software (C) Copyright 2017 Endless Arcade Ltd. 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. Other trademarks and registered trademarks may be the property of their respective owners.

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