

## Glenn Corpes releases Ground Effect 1.0 - iPhone Arcade Racer

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Independent game developer Glenn Corpes today announces Ground Effect 1.0, developed exclusively for the iPhone and iPod Touch. Ground Effect is a unique 3D, classic arcade-style racer inspired by ekranoplan technology wherein craft fly on a cushion of air at breakneck speeds. Utilizing the platform's trademark accelerometer as well as touch controls, Ground Effect boasts amazing graphics and incredibly smooth frame-rates as well as a host of gameplay features.

Guildford, United Kingdom - Independent game developer, Glenn Corpes, is excited to announce that Ground Effect is now available for sale on the Apple App Store. The title was developed exclusively for the iPhone and iPod Touch and utilizes the platform's trademark accelerometer as well as touch controls. Ground Effect is a unique 3D, classic arcade-style racer, inspired by ekranoplan technology wherein craft 'fly' on a cushion of air at breakneck speeds. It boasts amazing graphics and incredibly smooth frame-rates as well as a host of gameplay features including:

- \* Free roaming - explore at will
- \* Choice of 10 Ground Effect craft
- \* 14 challenging, unlockable levels
- \* Stunning terrains - courses over land and sea - spanning 70 km<sup>2</sup>
- \* Speeds of over 400 kmh
- \* Throttle speed & boost controls
- \* High score recording
- \* Replay mode - take over and perfect your performance at any point
- \* Ghost race - race against your own fastest time
- \* Huge draw distance
- \* Sensitive and intuitive flight controls
- \* In-game music by Diefenbach, or choose your own

The object of the game is to navigate through the check points, avoiding the many natural obstacles, in the fastest possible time. Each of the 14 levels in Ground Effect is topographically distinct to present players with fresh challenges and keep them on their toes. Updates are already in the works for those skilful enough to survive! For the less competitive, the game's free-roaming capability and beautiful landscapes mean that it can equally be enjoyed whilst straying off-course.

"This has been an incredibly satisfying project and I love developing for the platform which, contrary to popular belief, is extremely powerful and versatile. It has enabled me to pack a pretty complex and graphically polished game into just 7.5MB, meaning it can be downloaded over the air, even on the original iPhone. This gives me enormous scope to update the game as I still have 2.5MB to play with if I decide to keep it within Apple's 10MB limit. The Ground Effect engine itself is something I'm also particularly proud of and I'm already planning on how to use it in my next offering as well as making it available to other developers".

### Device Requirements:

- \* iPhone or iPod Touch 2.2.1 or later

### Pricing and Availability:

Ground Effect 1.0 is only \$3.99 (USD) and available worldwide exclusively through the App Store in the Games category.

Ground Effect 1.0:

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

<http://www.glenncorpes.com>

Purchase and Download:

<http://itunes.apple.com/WebObjects/MZStore.woa/wa/viewSoftware?id=335955369&mt=8>

YouTube Video:

<http://www.youtube.com/watch?v=30UBj6vfshU>

Icon:

<http://dl.getdropbox.com/u/19319/PR/icon.jpg>

Screenshot 1:

<http://dl.getdropbox.com/u/19319/PR/sunset.jpg>

Screenshot 2:

<http://dl.getdropbox.com/u/19319/PR/jump.jpg>

Glenn Corpes has worked in computer games for more than 20 years including 8 years at Bullfrog in roles including head of Research and Development, Graphics Programmer and Artist and 4 years at EA as Head of Research and Development and Project Leader. Two of his most notable credited titles are Populous and Dungeon Keeper. Programming - Glenn Corpes, Andrew Cakebread, Ben Carter. Graphics - Glenn Corpes, Tartan Monkey, Jack Corpes, Mikey Corpes. Level Design - Glenn Corpes, Jack Corpes, Mikey Corpes. Testing - Testology, Toucharcade Members. Copyright (C) 2009 Glenn Corpes. All Rights Reserved. Apple, the Apple logo, iPhone and iPod are registered trademarks of Apple Inc. in the U.S. and/or other countries.

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