

## **StuckPixel introduces Monster Bash 1.0 for iPhone and iPod touch**

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California based StuckPixel, Inc. today is proud to introduce Monster Bash 1.0, their new arcade game for iPhone and iPod touch. Designed specifically to take advantage of the iPhone's unique abilities and interface, Monster Bash is a fun, challenging, and addicting game based on the classic whack-a-mole genre but adds a fresh new twist. It features both Arcade and Freeplay gaming modes, and sure to keep children and adults alike entertained for hours on end.

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Monster Bash features both Arcade and Freeplay gaming modes, and sure to keep children and adults alike entertained for hours on end. In Arcade Mode there are ten levels with a new enemy introduced in each level. Players collect gold to purchase weapon upgrades and items with the ability to tap and swipe up to five enemies simultaneously. Gamers face a challenging boss on the tenth level to achieve victory. Alternatively, in Freeplay Mode players have 60 seconds to achieve the highest score possible. There are four basic enemy types to battle, and players must keep their streak alive to extend game time.

### Arcade Mode:

- \* Ten levels with a new enemy introduced in each level
- \* Collect gold to purchase weapon upgrades and items
- \* Ability to tap and swipe up to five enemies simultaneously
- \* Face a challenging boss on the tenth level to achieve victory

### Freeplay Mode:

- \* 60 seconds to achieve the highest score possible
- \* Keep scoring streak alive to extend time
- \* Four basic enemy types to battle

"Having played whack-a-mole and the highly popular flash game, Tontie, we felt Monster Bash was a perfect fit for iPhone and iPod touch platforms," said Simon Chu, co-founder of StuckPixel, Inc. "It draws on some of the game play mechanisms in Tontie, but takes advantage of the iPhones touch capabilities, such as swiping, and multi-touch actions. We wanted to make it appeal to kids so we made the graphics more cute and kid friendly."

### Device Requirements:

- \* iPhone or iPod Touch 3.0 or later

### Pricing and Availability:

Monster Bash 1.0 is only \$1.99 (USD) and available worldwide exclusively through the App Store in the Games category. There is a free version available which offers 4 levels in Arcade Mode. Review copies are available upon request.

### StuckPixel:

<http://stuckpixelinc.com/>

### Monster Bash 1.0:

<http://monsterbashgame.com/>

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

Purchase and Download:

<http://itunes.apple.com/us/app/monster-bash/id318735307?mt=8>

Screenshot 1:

[http://image.com.com/gamespot/images/2009/315/979457\\_20091112\\_790screen001.jpg](http://image.com.com/gamespot/images/2009/315/979457_20091112_790screen001.jpg)

Screenshot 2:

[http://image.com.com/gamespot/images/2009/315/979457\\_20091112\\_790screen003.jpg](http://image.com.com/gamespot/images/2009/315/979457_20091112_790screen003.jpg)

Application Icon:

[http://stuckpixelinc.com/monsterbash/512\\_icon.png](http://stuckpixelinc.com/monsterbash/512_icon.png)

Based in sunny Irvine, California, StuckPixel, Inc. is a privately held corporation co-founded in 2009 by Simon Chu and Andrew Lee. Committed to providing the highest quality software, StuckPixel, Inc. was established for the purpose of creating applications and games that amass popularity, with a major emphasis on total customer satisfaction. Their young and rising company is incredibly ambitious and welcome opportunities. Copyright (C) 2009 StuckPixel, Inc. 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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Link To Article: <https://prmac.com/release-id-8746.htm>

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