

## Ground Effect 1.1 Released - Cool As Ever and Now with Stereo 3D

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Independent game developer Glenn Corpes today announces Ground Effect 1.1, an update to their sublime hover racing title developed exclusively for the iPhone and iPod Touch. Ground Effect is a silky smooth arcade racer which is unique, simple, fast and set on the smoothest and most detailed landscape yet seen on this platform. Ground Effect has received a very warm reception from gamers and reviewers and been deemed "Hot" as well as "New and Noteworthy" by Apple since its release on November 5.

Guildford, United Kingdom - This sublime hover racing title has received a very warm reception from gamers and reviewers and been deemed "Hot" as well as "New and Noteworthy" by Apple since its release on November 5. And now Ground Effect has now been updated in time for the holidays. Developed exclusively for the iPhone and iPod Touch, Ground Effect is a silky smooth arcade racer - unique, simple, fast, set on the smoothest and most detailed landscape yet seen on this platform.

The latest updates comprise:

- \* Anaglyph stereo 3D option
- \* Driver/1st person camera view
- \* Free-play practice levels
- \* Control sensitivity adjustment
- \* Re-designed user interface
- \* Faster running speed
- \* Smoother animation - up to 60 FPS on iPhone 3GS
- \* Easier access to user's iPod

If you have one of the many 3D DVD or Blu-ray movies released this year, why not try using the 3D glasses with Ground Effect to get a face-full of the new, enhanced action? Even without the funny glasses, you can continue to enjoy this unique racer with even smoother frame rates. Fans will also appreciate the new camera and control options which offer a whole new perspective and feel to gameplay.

Just want to chill out or check out the levels before you race? Users now also have the opportunity to explore the beautifully rendered, free-roaming landscapes on all 14 levels without having to unlock them first. Ground Effect deliberately shies away from racing game convention by offering the gamer a uniquely relaxed yet engaging experience, maximised through music rather than engine noise. Listen to the specially remastered Diefenbach soundtrack or switch it off and listen to your iPod, with or without the subtle game sound effects.

"We were lucky enough to get a lot of feedback which I've taken on board in order to make improvements to this title. The stereo 3D was a purely self-indulgent addition. I've been a huge fan since even before I added it to Bullfrog's Magic Carpet all those years ago and I've always wanted to see it used in a game on a more powerful machine. Who would have believed that machine could fit in your pocket only a decade or so later? I hope people enjoy it as an option as much as I enjoyed working on it.

There are more updates planned for the New Year and an exciting new collaborative project in the works which will also be based on the Ground Effect tech. I'm hoping that having invested the time to perfect the Ground Effect engine, it can be put to use in ever more inventive ways."

Device Requirements:

- \* iPhone or iPod Touch 2.2.1 or later

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**Pricing and Availability:**

Ground Effect 1.1 is only \$2.99 (USD) and available worldwide exclusively through the App Store in the Games category.

**Ground Effect 1.1:**

<http://www.glenncorpes.com>

**Purchase and Download:**

<http://itunes.apple.com/us/app/ground-effect/id335955369?mt=8>

**YouTube Video:**

[http://www.youtube.com/watch?v=4Eca2Xg\\_V8s](http://www.youtube.com/watch?v=4Eca2Xg_V8s)

**Screenshot:**

<http://dl.dropbox.com/u/19319/PR/main.jpg>

**Screenshot:**

<http://dl.dropbox.com/u/19319/PR/under.jpg>

**Screenshot:**

<http://dl.dropbox.com/u/19319/PR/rc1.jpg>

Glenn Corpes is an independent game developer who has worked in computer games for more than 20 years including stints at Bullfrog and Electronic Arts. Some of his most notable credited titles are Populous, Magic Carpet and Dungeon Keeper. 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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