

King Oddball Ends The World Starting Today

Tampere, Finland, September 27th 2012 – Game developer 10tons Ltd. announced today the release of the skill based physics puzzle game King Oddball Ends The World for iOS devices. The game is available immediately in iTunes App Store with an introductory sale price of 1,99 USD. The regular price after the sale is 2,99 USD.

”King Oddball Ends The World is definitely something else. The eccentric audiovisuals don't tell the whole story. It's odd how deep and strategic gameplay you can achieve with a game mechanic that is this easy to get into.”, says Tero Alatalo, CEO of 10tons Ltd. ”It's curiously hard to put down.”

In King Oddball Ends The World, the player controls a floating rock head of unknown origin. The King swings a large boulder back and forth by his tongue, and the player releases the boulder by tapping the screen. The goal is to crush all tanks, helicopters and soldiers on screen with a limited amount of boulders. To achieve this, the player has to figure out how the boulder will bounce and roll as impacts and explosions affect it.

Features:

- New kind of single tap gameplay
- More than 120 levels + secrets
- 15 Game Center achievements
- Eccentric art style
- Original music by Jonathan Geer
- Universal app
- Supports new iPhone 5 resolution

Game website: www.kingoddball.com

App Store link: <http://itunes.apple.com/us/app/king-oddball/id553174450>

Release trailer: <http://youtu.be/PQZqJ71oS1M>

For more information and assets, please contact:

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About 10tons:

10tons Ltd is a Finnish game development studio founded in 2003. 10tons is known for supporting numerous platforms including iOS, OSX, Android, QNX, Windows, Symbian, bada and webOS. 10tons has released more than twenty games, including Boom Brigade 2, Joining Hands, Sparkle and Azkend. For more information, please visit www.10tons.com, follow us on Twitter at Twitter @10tonsLtd or visit 10tons' Facebook page at www.facebook.com/10tons