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Primal Plant Attack: your prehistoric all-you-can-eat buffet

Latest game release of indie developer spielwerk features brand new game mechanics

The Austrian game development team that brought you the iGlowStick releases its fourth app on the iTunes AppStore on 29 October 2010: ‚**Primal Plant Attack**‘ is an action-packed game that challenges your dexterity with an awesome fresh concept: bouncing!

The game’s protagonist, a primal carnivorous plant, may seem harmless - yet its huge appetite for meaty food poses a threat to the species that inhabit its neighborhood. And it attacks its prey in a vicious way: as food doesn’t simply come around in the desired abundance, evolution gave the primal plant a unique and innovative, yet malicious gift: the ability to bounce.

Simple controls, exquisite design, fresh game mechanics

spielwerk once again created a game that combines simple controls and exquisite design with innovative game mechanics tailor-made for touch screens.

Simply slide your finger over the screen to make the plant bounce! Attack delicious dishes in midair with this evil skill: grab insects, birds, bats and even pterosaurs to fill your primal plant’s stomach, provide it with energy and most important: make it grow to the next step in evolution. Within four stages of increasing difficulty, assorted yummy creatures will fall prey to your hunger for meat. But beware: some will try to fend you off with their freezing and burning abilities.

The fascinating prehistoric setting with matching music and sounds and the convincing cartoon graphics combined with the awesome bouncing mechanics make **Primal Plant Attack** a fun and challenging game experience. Let your friends witness the evolution of your plant and post your high scores on Facebook.

Primal Plant Attack will hit the AppStore on 29 October 2010.

Watch the Primal Plant Attack trailer on YouTube now!
<http://www.youtube.com/watch?v=Wbqx17rpr1s>

About spielwerk

Martina Misar-Tummeltshammer, Gernot Dannereeder and Franz Hess, who have known each other since university, started spielwerk with their puzzle app 3D logic in May 2009. The amazing success of their second app iGlowStick allowed them to concentrate on game development full-time. spielwerk’s iGlowStick has registered 4.5 million downloads so far, which made it the worldwide number-one free app for some time. Primal Plant Attack is the fourth app of spielwerk that shows the game developers’ technical, design and production skills at their best and will again make our fingertips glow.

www.spielwerk.at



Credits

Technical Director: Gernot Danneder

Art Director: Martina Misar-Tummeltshammer

Executive Producer and Managing Director: Franz Hess

Downloads

Press release, screenshots, art assets and press photo at www.spielwerk.at/en/press

Contact

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