



Vienna, Austria, May 2011

## Rapid Race for Nuts

### Indie developer spielwerks releases hungry squirrel to the AppStores

Bob, a racy red squirrel, is the hero of spielwerk's sixth app, **Run Bob Run!** This speedy game is all about collecting nuts: keep your eyes peeled and your fingertips ready as you make your way through the trees if you don't want your little squirrel to go hungry. After 'iGlowStick', '3d logic', 'grooveLight' and 'Primal Plant Attack', the Austrian independent game developer team again combines ambitious graphics with gaming fun – you'll be hooked immediately.

#### Going nuts

That's the motto of the game in **Run Bob Run!**, where players have to gather and store an enormous amount of nuts for the upcoming winter. But as the pile of nuts grows, our little rodent gets greedier – and speedier! You'll need swift reactions and dexterity to keep Bob on the trees. Higher and higher up he goes at full speed until a tree branch comes to a sudden stop, forcing Bob to jump to the next tree. Sounds easy? Well, try it out and see for yourself...

#### Easy to learn – hard to master

**Run Bob Run!** is a simple but challenging game. To collect enough nuts, full concentration and quick fingers are essential. Tap on the left or right side of the display to make Bob jump from tree to tree. Keep him on track, avoid obstacles and dead ends and most importantly: help him collect as many nuts as possible.

**Run Bob Run for iPhone, iPod touch and iPad will hit the AppStore May 2011.**

Watch the trailer on YouTube!



## 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. **Run Bob Run!** is the sixth app of spielwerk that shows the game developers' technical, design and production skills at their best and will again make us go nuts.

[www.spielwerk.at](http://www.spielwerk.at)

## Credits

Technical Director: Gernot Dannereeder

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](http://www.spielwerk.at/en/press)

## Contact

spielwerk

[www.spielwerk.at](http://www.spielwerk.at)

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