



WordWiz: You'll Have No Words (Left)

Indie developers **spielwerk** present their new game

The team that illuminated our iPhones with the legendary iGlowStick is now bringing its third creation to the virtual gamestore: **WordWiz** is an ingeniously straightforward word puzzle – and highly addictive.

Vienna, Austria, 22 June 2010

Sounds too easy for you? Try it out: join letters from a grid together to make words. Each letter you have used turns orange. To win, you must colour in the whole grid. If you think this is the same as any old word search – except for the scribbling around the edges – take another look: if you are left with letters that won't make up a word in the end, you'll have to re-use some of the others and turn them black again. And you are not finished until you have finally found a way to use all black letters to form meaningful words.

“There is no way out, you just can't leave it before it is done – and that's what makes it so entertaining,” says Gernot Danneder, spielwerk's technical director, about the WordWiz addiction.

The original idea for the app came from Austrian game inventor Jürgen Heel, and the spielwerk team was immediately riveted by his concept. “Unlike any other word puzzle, WordWiz does have an end you can reach – you just need to find out how,” comments Franz Hess, managing director of spielwerk.

As with 3D logic and iGlowStick, WordWiz again shows spielwerk's strength for clear and elegant graphic design. spielwerk's art director Martina Misar-Tummeltshammer explains her visual concept, “The minimalist graphic design contrasts with comparable games and reflects the straightforward game design.”

For total beginners and absolute pros

The three levels Classic, Speed and Survival and the three available letter grid sizes have something in stock for everyone. And on top of that, it's all bilingual: the game accepts English and German words.

To build a little competitive pressure, you're never alone with your score: compare your ranking and high scores with the world's WordWiz champions online through AGON and instantly post them on Facebook and Twitter.

WordWiz for iPhone, iPod touch and iPad has been available on the App Store since **17 June 2010**.

ENDS

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 success of their second app took them by surprise: spielwerk's iGlowStick has registered 4.5 million downloads so far, making the Viennese developers' creation the worldwide number-one free app for some time. WordWiz is the third 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 Dannereeder**

Art Director: **Martina Misar-Tummeltshammer**

Executive Producer and Managing Director: **Franz Hess**

Downloads

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

Contact

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