



## **MEDIA RELEASE**

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### **Apple iPhone Grows a Frootree**

Today Melbourne-based developer, Tin Man Games, released its first game for Apple iPhone and iPod Touch – Frootrees.

The brand new game introduces feisty Plum, confused Pear, cool Orange and anxious Apple as they yawn and giggle their way to life on their Frootree.

The aim of the game is to score points by plucking Froot from their branches before they wither and fall to the ground.

Frootrees is great for beginners, but to reap the ultimate harvesting rewards, risks must be taken and Froot-picking skills matured.

Picking Froot at their ripest means maximum points will be achieved. A number of well-timed plucks in a row will lead to multipliers, and fighting gravity will give extra bonus points too.

Tin Man Games' creative director, Neil Rennison, said: "The iPhone and iPod Touch are great platforms for classic arcade-style games like Frootrees as the touchscreen allows developers to take old game mechanics and give them a new twist.

"The cute Froots will keep you entertained as they blossom, and they will continue to grow so you can continue to harvest. I think everyone will enjoy challenging friends and family to top their score in this Froot-picking extravaganza!"

Tin Man Games Pty Ltd – Media Release

Frootrees costs \$0.99USD and is available to download from the iTunes App Store. For further information and updates visit [www.frootrees.com](http://www.frootrees.com)

**Notes to editors:**

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