



MEDIA RELEASE

Thursday 13 August 2009

Adventure Gamebooks are just a Touch Away

Today Melbourne-based developer, Tin Man Games, announced plans to release a library of fantasy adventure gamebooks for the iPhone and iPod Touch.

The library will initially consist of three original adventures, the first being *Siege of the Necromancer*, and readers will be able to grow their collection as new books are released.

Before starting their journey, readers will create an original character and determine their attributes. The outcome of these qualities will determine how individuals will battle enemies and succeed in missions to progress through to the end of their adventure.

As with traditional adventure gamebooks, dice will be crucial to the adventure. The difference with this collection is that readers must shake their iPhone or iPod Touch to roll them.

Tin Man Games' creative director, Neil Rennison, said: "We are very excited about the release of the gamebook library and have been working with a team of talented new fantasy adventure authors for a number of months to assist us with beginning the collection.

"Fantasy adventure books have been popular for the last three decades, and we feel that the iPhone and iPod Touch will allow readers to continue to create their own adventures in the most portable and accessible format currently available."

Siege of the Necromancer will be available in the App Store from November 2009, along with two other titles. Three other titles will follow. Prices will be announced at the time of release.

Tin Man Games Pty Ltd – Media Release

For further information and updates please visit www.tinmangames.com.au

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