



## Press release

### For immediate release

# Poop Attack!: Discover a new fascinating and addictive game for iPhone by Ndiastasi soft Company

***Monday 31<sup>st</sup> July 2012***

**Ndiastasi soft Company announces the release of "Poop Attack!", a new physics-based game with beautiful graphics and exciting gameplay. Now Available in the App Store for iPhone and iPod touch**

"Poop attack!" is a new challenging game that guarantees a lot of fun and entertainment. The player takes control of "Chuck", a naughty little boy, who hates all birds that poop everywhere. His aim is to hunt all the birds he meets, in all the places he visits by using different kind of toys and skills. In order to achieve this, the player must be fast, accurate and resourceful before the birds overwhelm him.

The game provides hours of game play across different scenes, in 48 beautiful levels, featuring towns, cities, country sides and sea sides. In addition the player will meet 3 different types of birds like pigeons, crows and seagulls, all with different abilities and characteristics.

Moreover, "Poop attack!" offers a challenging game play with increasing level of difficulty making it accessible for all ages.

## Game Features:

- 7 Different toys and skills
- 48 Levels with unique graphics
- 4 Different type of world levels
- Increasing level of difficulty
- 3 Different type of birds
- Cartoonized graphics with frame-by-frame animations
- Beautiful background music and funny sound effects
- Available in 14 Languages

## Device Requirements:

Compatible with iPhone, iPod Touch

Requires iOS 3 or later

16.8 MB

## Pricing and Availability:

Poop Attack! is available for \$0.99 for iPhone, and iPod Touch and is available worldwide on the App Store.

Web link: <http://www.poopattackgame.com>

Facebook link: <http://www.facebook.com/poopattack>

Twitter link: <http://twitter.com/poopattackgame>

YouTube link: <http://www.youtube.com/watch?v=bE3xGpza7Mw>

App Store link: <http://itunes.apple.com/app/poop-attack!/id545198570>