Splat Attack - Fact Sheet

Application
Splat Attack

Developer
Cupco Games

Platform
iPhone

Genre
Action / Arcade

Price
$0.99

Release Date
June 15, 2012

iTunes App Store
http://itunes.apple.com/app/id497640478

Company Website
http://www.cupcogames.com

Press
press@cupcogames.com

Social
http://www.facebook.com/cupcogames
http://www.twitter.com/cupcogames

Description

Splat Attack is Cupco Games' new IP, set amidst a colourfully drawn world in which players take control of Anthony, a brilliant engineer ant who's been put in charge of defending the Queen's treasures. Using his skillfully constructed turret, Anthony's mission is to repel bandit bugs who try to invade his Ant Hill. The story and art-style is set to appeal to all ages, while the game-play has a unique take on a tower defense game, giving the player direct control of the turret.

Features

- Amusing ricochet mechanics let you bounce bugs all over the place - send them spinning into each other for some crazy mayhem!
- Accompany Anthony over 15 stages across 5 different locations, fending off the Bandit Bee invasion on your colony. Find out who the bandits' elusive leader is and take them down!
- Battle unrelenting waves of enemies and claim your spot on the Splat Attack leaderboard!
- Earn achievements by performing valiantly on the battle field.
- Use coins you collect to expand Anthony's turret capabilities – strengthen your defenses and acquire new technologies to take down the invaders.
- In-Game Store and Game Centre Support.

About

Cupco Games is an independent game development studio based in Melbourne Australia. As experienced game developers, our mission is to create high quality, polished games for the iOS and beyond, delivering quirky visuals, addictive gameplay and our own memorable brand of fun to our audience.

Following the collapse of several major game developers in Australia, ex-THQ colleagues Raf Gouel and Lynda Mills set out to establish their own studio and develop their first title with the help of Bart Klepka (ex-EA / Infinite Interactive) and Keir Meikle (ex-Krome Studios) – independent of traditional publishing parties.