



GRUBBSIEDEV

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Summary:

Indianapolis based GrubbsieDev today announced the release of Flag Wars for the iPhone, iPad, and iPod Touch. A Stratego inspired experience created with a focus on multi-player gaming, Flag Wars is a turn based strategy game where players destroy each other's game pieces in a bid to capture the other's flag. The first player that can navigate through the enemy's army and bombs and capture the flag wins the game. Flag Wars is built from an eloquently simple yet addicting concept that leaves ample room for players to seek out victory via personal creativity and effective strategies.

Body:

Indianapolis, Indiana -- GrubbsieDev, An independent mobile app development site created to showcase iOS apps made by Todd Grubbs, has today announced the recent release of Flag Wars for the iPhone, iPad, and iPod Touch. A strategy adventure that's easy to learn yet endlessly entertaining to play, Flag Wars is inspired by Stratego and utilizes turn-by-turn gameplay to let live players go heads up and battle it out in real time. The aim of the game is for players to capture the enemy's flag while protecting their own from the same fate. Flag Wars is currently available for download on the Apple App Store for \$0.99 in the Games category.

The game itself is set up with each player given four rows of army pieces opposing one another, with two rows of neutral territory separating them. Each of the player's pieces is assigned a different point value with the lowest number being your most powerful unit. The point is to use your units strategically to destroy your enemy's army, without knowing which of their pieces are which, ensuring that you capture your opponent's flag and not the other way around!

As we mentioned earlier, Flag Wars is a "multiplayer only" game. This means that if you want to play, you can play against other people anywhere and anytime. The app utilizes Apple's Game Center where players can find live opponents online to battle it out via a Wi-Fi or 3G connection, and employs a unique timing system, with players given a maximum of 20 seconds to act, to motivate them to complete games in minutes rather than hours or days due to delayed responses and turns, as is the case with so many other turn-based online iOS gaming titles. Additionally, instant invites to play and push notifications for those invites are featured within the app.

Online enabled head-to-head play is supported across any two iOS devices, meaning that an iPad gamer can easily play against an iPhone user, and so on. By that same token the game is universally compatible with all iOS devices as well. Furthermore to keep things fresh and fast for players the app includes twenty five diverse game board setup templates which ensure starting new games is a breeze. Put simply, as a mobile entertainment experience Flag Wars won't have you calling for a truce anytime soon.

About the Developer:

Founded in Indiana GrubbsieDev is an independent development site for iOS applications crated by Todd Grubbs. A Business Technology Consultant, Todd created GrubbiseDev as a portal to showcase personal iOS applications and provide aspiring indie iOS developers with a forum to explore learn about the trade. © Grubbsiedev.squarespace.com 2011. All Rights Reserved. Apple, the Apple logo, iPhone, iPod and iPad are registered trademarks of Apple Inc. in the U.S. and/or other countries.

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