

FOR IMMEDIATE RELEASE

Patch Release Date: 20 December 2013

Media Contact Name: Adrian Schuurmans

Company: Adrian Schuurmans (AI Studios)

Contact: <http://www.combattanks.com.au/press.html>

****digital app icon and screen shots available****

****trailer and in game footage available****

Latest release for iPad game, *Combat Tanks*, brings major enhancements, features, and improvements.

With a unique take on the split screen concept and touch based controls, Combat Tanks provides split screen two player mayhem on a single iPad. The new update introduces improved graphics and animations, an analog style controller option, singleplayer challenges, Game Center integration, achievements, leaderboards, and many other enhancements.

Take control of your tank and enter the fray in the epic battle between red and blue. Battle it out in ten different maps on two different terrains, each with their own unique difficulties, traps, and hazards. Equip your tank with powerful or tactical power ups, such as the homing missile, bouncing bomb, and shield, in order to out gun, out manoeuvre, or out play your opponent. Avoid the deadly homing missiles, plant mines to build a trap, cover your escape, or catch the enemy unawares, and use bouncing bombs to flush out a hiding opponent.

Originally released in October 2013, *Combat Tanks* is still under active development, with many enhancements, features, and improvements introduced on 20 December 2013, and many more additions and features planned for future releases — such as additional levels, singleplayer challenges, controller options, and a faster “arcade” style combat mode to complement the existing “tactical” combat style.

- Unique and highly functional take on split screen two player combat with touch controls
- Ten different levels with various levels of openness, difficulties, traps, and hazards
- Game Center integration with achievements and leaderboards (*new*)
- Singleplayer challenges (*new*)
- Old school retro themed controls, with *new* optional analog style virtual controller
- Active and ongoing development, improvements, and new features from the developer

With no other game on the marketplace providing two player split screen combat in a single game space, *Combat Tanks* provides a unique experience for the iPad. With highly functional and effective touch screen controls, *Combat Tanks* provides comfortable two player combat on a single iPad.

Especially suitable for people or families with only one iPad, *Combat Tanks* provides quick, hassle free, simultaneous combat matches for two players without any extra resources, such as additional iPads or iPhones/iPods.

Press assets, screenshots, and a video trailer with in game footage can be found at the website, <http://www.combattanks.com.au/>.

About the Developer: An information technology and communications technology consultant by trade, with a masters degree in information systems security, this is Adrian Schuurmans' first commercially released game. Going in with a splash, Adrian Schuurmans started from the outset to provide a unique playing experience, with features he had never before seen on touch screen tablets.

App Details:

App Name: Combat Tanks

Developer: Adrian Schuurmans

Patch Release Date: 20 December 2013

Cost: Tier 3 (\$2.99 USD/AUD)

Category: Games (Action/Strategy)

App type: Native iOS app

Platforms: iPad

Website: <http://www.combattanks.com.au/>

App Store Link: <https://itunes.apple.com/us/app/combat-tanks/id723243071?mt=8&uo=4&at=10ln5u&ct=ctpr1>

Publisher:

Adrian Schuurmans

<http://www.combattanks.com.au/press.html>

Social Media:

Twitter: @CombatTanks (game), @AIStud (AI Studios), @GoAus (Adrian Schuurmans, personal)

Facebook: [facebook.com/CombatTanks](https://www.facebook.com/CombatTanks) (game), [facebook.com/AIStud](https://www.facebook.com/AIStud) (AI Studios)

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