Vorble game becomes univeral and free-to-play app

Vorble, the 3D puzzle strategy game played on a spherical "board without edges", has been updated to a Universal Application and now natively supports iPads as well as iPhones and iPod Touch devices.

Stuart Fotheringham, Vorble's inventor, commented: "We are delighted with the native iPad version of Vorble, tablets feel like a natural home for my brain-teasing game of simple rules with complex outcomes."

Stuart believes that Vorble's appeal will be broadened with upgraded high-definition graphics along with support for Apple's new iPhone 5 and iPad mini devices. "The new version looks gorgeous and is even easier to play on a larger screen"

Eurogamer, one of the world's leading games review sites, wrote: "Vorble is one of those ideas that seems so compact and perfectly self-contained, and so obvious once you've seen it in action, that you wonder why nobody did it before."

Vorble now comes as 'free' and consists of a simple 'instant action' game variation and will be available from Thursday 1st November 2012.

An In-App Purchase that offers an additional two distinct single-player games against more than a dozen progressively challenging artificial intelligences (AIs) as well as two-player games and internet matches, along with Game Center achievements and social media integration will be on sale for the first week of November at £0.69 in UK, €0.79 in Europe, US$0.99 in USA, C$0.99 in Canda and A$0.99 in Australia and returning to the usual price of £1.49 in UK, €1.59 in Europe, US$1.99 in USA, C$1.99 in Canda and A$1.99 in Australia afterwards.

The new version of Vorble will be available for iPad, iPhone and iPod Touch and is localised with English, French, German, Italian and Spanish languages with Android, Mac OS X and Windows versions to follow.

More information: http://vorble.com

Find us on Facebook: http://www.facebook.com/vorble

Find us on Twitter: http://twitter.com/vorble

Trailer (embeddable): http://youtu.be/oVZrKsXeRUI

Available from: http://itunes.apple.com/app/vorble/id439669355?mt=8

Promotional codes available to journalists upon request.

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About MegaTree — http://www.megatree.com
MegaTree develops games for smart phones and tablets. Previously MegaTree published 'Gangsta' a multi-player game for mobile phones, initially via SMS and later with WAP technology, which used 'natural language interpretation' of "text-speak" to allow players to participate in an interactive fiction representation of the London crime world. The company was founded in 2003 and was acquired by Analysis Success Ltd in 2006.

About Analysis Success Ltd — http://www.analysis-success.com
Founded in 1997, Analysis Success Ltd (ASL) was a boutique technology consulting business that created international credit risk systems and delivered regulatory-driven multinational change programmes in global banks. Since 2009 the firm has shifted focus to mobile application development and publishing.