

Puzzle Catcher

A Colorful Tile Sliding Game With A Twist

ENDICOTT NY, November 1, 2017- BlitWise Productions LLC, creators of Pocket Tanks, Super DX-Ball, and other retro games, announces the release of its latest title, Puzzle Catcher for iPhone and iPad. A free install with dozens of colorful levels to solve, Puzzle Catcher explores the fun of creativity and the joy of getting it just right.

Puzzle Catcher is quick to get into, with simple shapes dragged, spun, and dropped into charming puzzle fields. With seven unique shape palettes, the challenge of balancing twists, turns, and a rapidly filling tumbler of pieces against the ticking of the clock, and a different way of thinking required for each new pack, there is a depth of strategy that will keep you coming back for One More Try.

Free to install, Puzzle Catcher includes a free 15 level board pack as well as allows players to demo 3 levels each from the wide range of premium board packs. The premium board packs currently include 6 Core Packs, each also featuring 15 puzzle boards, and one Extended board pack of 30 puzzles. These can be unlocked with In-App Purchases, a la carte (\$0.99 for the Core Packs and \$1.99 for the Extended Super Brilliance Pack) or, for the biggest savings, by upgrading to Deluxe for \$4.99. Deluxe unlocks all present and future Core Packs, and offers a permanent savings of \$1 for all current and future Extended Packs.

“I loved making suncatchers on the wood stove when I was a kid,” says Michael P. Welch, President of BlitWise and author of shareware classics Scorched Tanks and DX- Ball, “so this game is for all those crafty people that enjoy playing with color and light. It took a decade of dreaming and three years of development to bring this game to life, and it's amazing to finally watch people play Puzzle Catcher and then catch the vision themselves. It's fun to take you time, do it right, and make something special.”

Puzzle Catcher is perfect for a quick distraction or a longer play session. There are two play modes, Casual and Challenge. Casual Mode encourages a more laid back and creative playstyle, while Challenge Mode is fast, frenetic, and fun.

Puzzle Catcher requires iOS 8 or newer, and supports resolutions up to and including the new iPhoneX.

Programmed in BlitWise's C/C++ based engine, Puzzle Catcher is also the first game to show off their new data-driven UI framework, “Zoom”. It features a sound track by Chronoton (Eliran Ben Ishai), who also provided the music for Pocket Tanks, Super DX-Ball, and Neon Wars.

Download Puzzle Catcher today from the the App Store at:

<https://itunes.apple.com/app/id1238784454>

For more information, visit:

<https://www.puzzlecatcher.com>

ABOUT BLITWISE:

Michael P. Welch runs his indie game studio in Upstate New York, USA, and has written well-known games such as Scorched Tanks, DX-Ball, and Pocket Tanks. BlitWise takes the long view on what it means to be a game developer and is keenly focused on writing games from scratch that are built to stand the test of time. Find out more at <http://www.blitwise.com/>

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<https://www.puzzlecatcher.com/press-kit/> for details, screenshots, release trailer, and other press assets.