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Peter Ristow Releases *SpinDaBoom HD* for iPhone,iPad and iPod Touch

Arcade Puzzle Shooter Game Now Available in Apple's App Store

Berlin,Germany – February 16, 2012 – Peter Ristow has released his first game *SpinDaBoom HD*, which is available in Apple's App Store since Februar 4th 2012. It is available for iPhone, iPad and iPod Touch. *SpinDaBoom HD* is an addictive arcade game, which has elements of a puzzle as well as elements of a shooter game.

SpinDaBoom HD's rules are simple: The player has to shoot bricks which have four different colors. To shoot these bricks, which are moving from the center of the screen towards the outside, the button with the matching color has to be used. To get the bricks into the right position the player has to rotate the whole “game arena”. But the bricks have to be destroyed before they reach the border of the arena while the game tempo is speeding up.

“I wanted to make a colorful game which catches the 80s arcade feeling which all the 8bit classic games had.”, said Peter. “*SpinDaBoom HD* is a casual game to play when you are waiting for the bus or at work (maybe you should turn the music off first)”. The game includes a funny theme, a title melody which was exclusively made by Berlin ukulele artists “Friendly Floatees”. You can turn off the music to listen to your own music if you like. *SpinDaBoom HD* is a Universal app with support of the retina display.

SpinDaBoom HD is available for iPhone, iPod Touch and iPad for \$ 0.99 in the U.S. *SpinDaBoom HD* is available world-wide in Apple's App Store.

To take a closer look at screenshots or a video of *SpinDaBoom HD* please visit www.spindaboom.com.

Peter Ristow is an independent developer of iPhone games based in Berlin. *SpinDaBoom HD* is his first game for the iOs platform. He is developing for the iOs platform since 2011.

If you like further informations on *SpinDaBoom HD*, please contact:

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Press informations: www.spindaboom.com/press