



DUNGEON TILES

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Iyoda releases Dungeon Tiles, winner of Apple TV App Challenge, on the App Store. Dungeon Tiles for tvOS & iOS is strategic puzzle game with RPG elements boasting stunning minimal visuals.

On April 17, 2016, Japanese game developer Takashi Iyoda won the AppLovin Apple TV App Challenge held by AppLovin in San Francisco, taking home the first place prize of \$25,000 for his game Dungeon Tiles. Although Dungeon Tiles is a straightforward puzzle game that can be played simply by swiping the screen, its RPG elements also give it a strategic edge and plenty of challenge. The game is designed for Apple TV and includes a two-player mode where opponents battle using a single controller.

Dungeon Tiles is a straightforward game in which players simply collect tiles of the same type by swiping the screen and moving all of the tiles in same direction. However, since swords attack dragons and dragons attack hearts, the strategy changes based on the order in which the tiles are combined. The game concludes when there are no lives remaining or no tiles can be moved. The player can escape this danger by collecting gold and exchanging it for special items. All gold collected during the game is carried over to the next game.

When two or more of the same tiles are combined, the tile value increases and a battle begins after this score is added to total for the swords, dragons, lives, and gold displayed at the top of the screen. When the player combines three or more of the same tile (combo), it disappears and points are either doubled (three tile combo) or quadrupled (four tile combo). Sword combos increase the total power of the swords, giving the player an advantage, whereas dragon combos result in a disadvantage.

As you slay more dragons, your experience score increases and you progress to the next level. Then as you progress through the levels, the tile values increase, leading the way to higher scores.

In the two-player mode, both the players' tiles move in the direction swiped. Since the opponent's tiles also move at the same time, players can move the opponent's tiles around to gain an advantage. Moreover, in two-player mode, sword combos send a dragon over to the opponent's area.

What made Dungeon Tiles stand out from the crowd and take the top prize?

Basil Shikin, VP of Engineering at AppLovin and one of the judges of the contest, said three things came to mind:

1. The graphics were great. I thought the way the app was designed really lends itself to a TV screen.
2. The gameplay is deceptively simple. You can start with a pretty simple game and it gets really challenging really fast.
3. Player vs. player mode is awesome. I love games where you have a choice to either improve your position, worsen position of your enemy or maybe improve enemy's position. It gives a lot of room for strategy.

Dungeon Tiles is free to play. Dungeon Tiles is available worldwide from Apple's App Store for Apple TV and iOS devices.

Please visit <http://www.i-yoda.com/press/dungeontiles.html> for more information on Dungeon Tiles, including a video and screenshots of the game. Visit <http://www.i-yoda.com/company/> for more company information.

iTunes Link: <https://itunes.apple.com/us/app/id1093342095>

Trailer: <https://youtu.be/bbXPJLIfV3k>

Iyoda, an independent video game studio based in Nagoya, Japan, was established in 2010 by Takashi Iyoda for the purpose of creating fun, addictive, and creative video games.

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If you would like further information on Dungeon Tiles, or you would like to schedule an interview, please contact:

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