

# ThruOrbit



Presskit 1.1.0

# Contact

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# Credits

All type of sourcecode, audio and visuals are created by Philip Bodenbach.  
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Thru Orbit is powered by Unity (<https://unity3d.com/>).

# Press Releases

18.04.16:

Thru Orbit is currently at version 1.1.0.

1.1.0 follows a new concept compared to its former versions:

- Thru Orbit is now Free-to-Play
- Power-Up-System is implemented.
- Rewarded Video Ads to earn these.
- Only viewable every 3 minutes.
- Not viewable after 9 Power-Ups were gathered at once

Power-Ups:

Currently there's one Power-Up in the classic mode. The Revive Power-Up. With that Power-Up the player can resurrect the last lost thru (1 revive = 1 thru).

The player can only gather up to 9 Revive Power-Ups at once to prevent that the game getting too easy.

13.11.15:

Version 1.0.0 - available for IOS (iPhone & iPad).

Version 1.0.0 Features:

- Game Center integration (Achievements & Leaderboard)
- Offline Support if Game Center isn't wanted
- Classic Mode with 50 slightly randomized levels
- High Quality Soundtrack

- Level Ranking System for better replayability
- Simple controls (one touch)
- In-Game manual
- Overall Score tracking (Leaderboard)

## In the Future

### Version 1.2.0 Features:

- New Mode(s)
- New Levels
- New Power-Up(s)
- Soundtrack will be expanded