

RATTADASH

made by byteparrot (www.byteparrot.com)
an Austrian indie gamedev studio

Description:

Rattadash is a timing based platforming game for iOS and Android in which you try to master 48 different levels by navigating a rat through various obstacles.

The rat moves inside circles until the user decides to jump out – The trick is to jump at the right time with the right force to land in another circle. Circles can have different colors which change the speed of the rat. Some objects cannot be entered, depending on the color of the object, the rat either bounces off or slides on these objects.

Game Modes:

Chill: The core objective of chillmode is to touch every single circle in the stage and make them disappear. **Speed:** In speedmode a definite goal exists in every level which has to be reached in as little time as possible.

Additionally, there are also collectibles, achievements and online highscore lists.

How to Play:

The core gameplay consists of touch only – The rat is always moving in circles – When tapping the screen, the rat jumps out of the circle in its current angle. The longer the screen is touched, the farther the rat jumps. In later levels it is also possible to trigger actions in the environment like pinball flippers to catapult the rat from walls.

Download:

Rattadash is a free to play game for iOS & Android and can be downloaded from the App Store and Google Play.

Official Site: www.rattadash.com

Android: <https://play.google.com/store/apps/details?id=com.byteparrot.projectcircle>

iOS: <https://itunes.apple.com/us/app/rattadash/id1261815369>