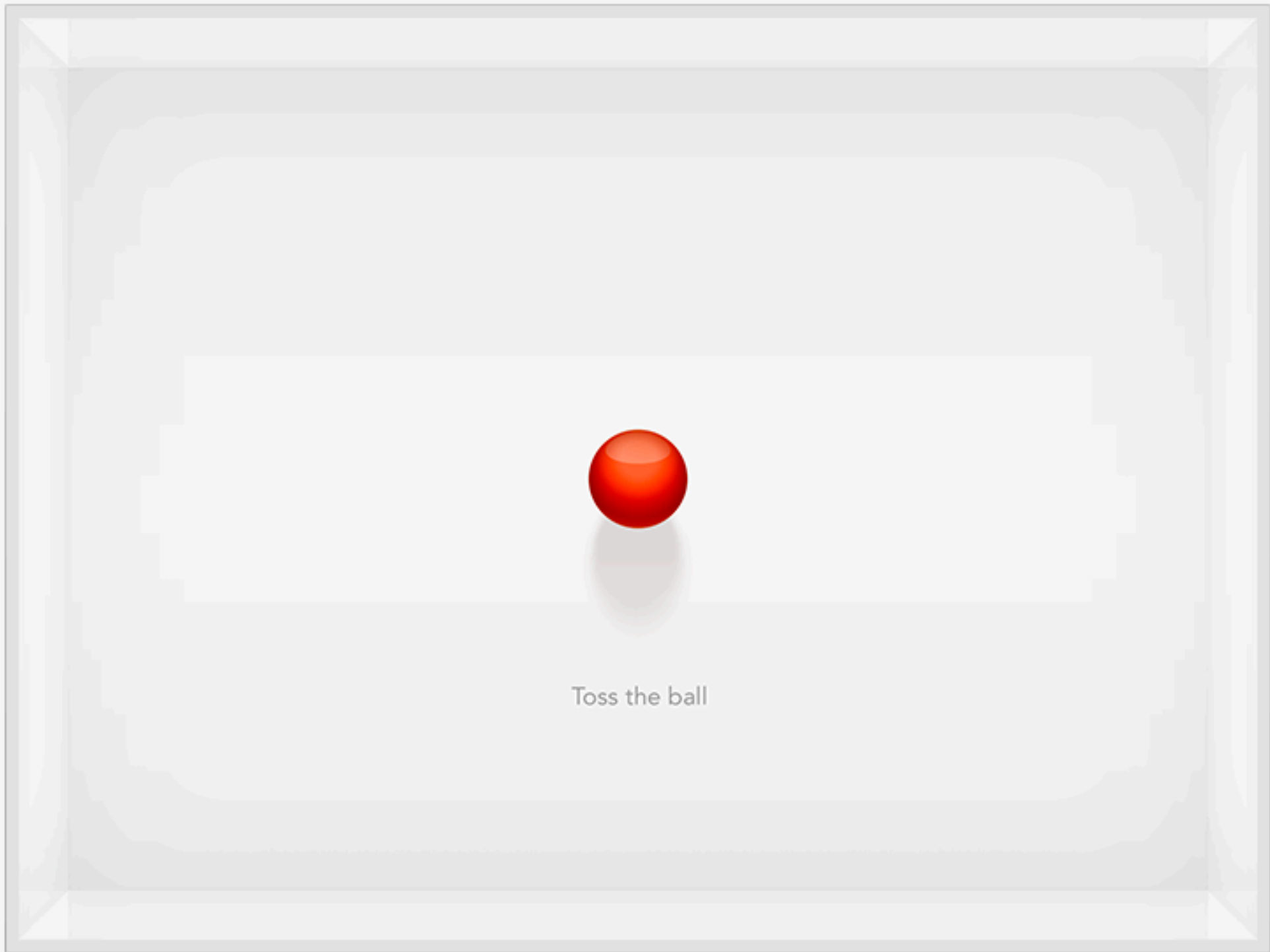
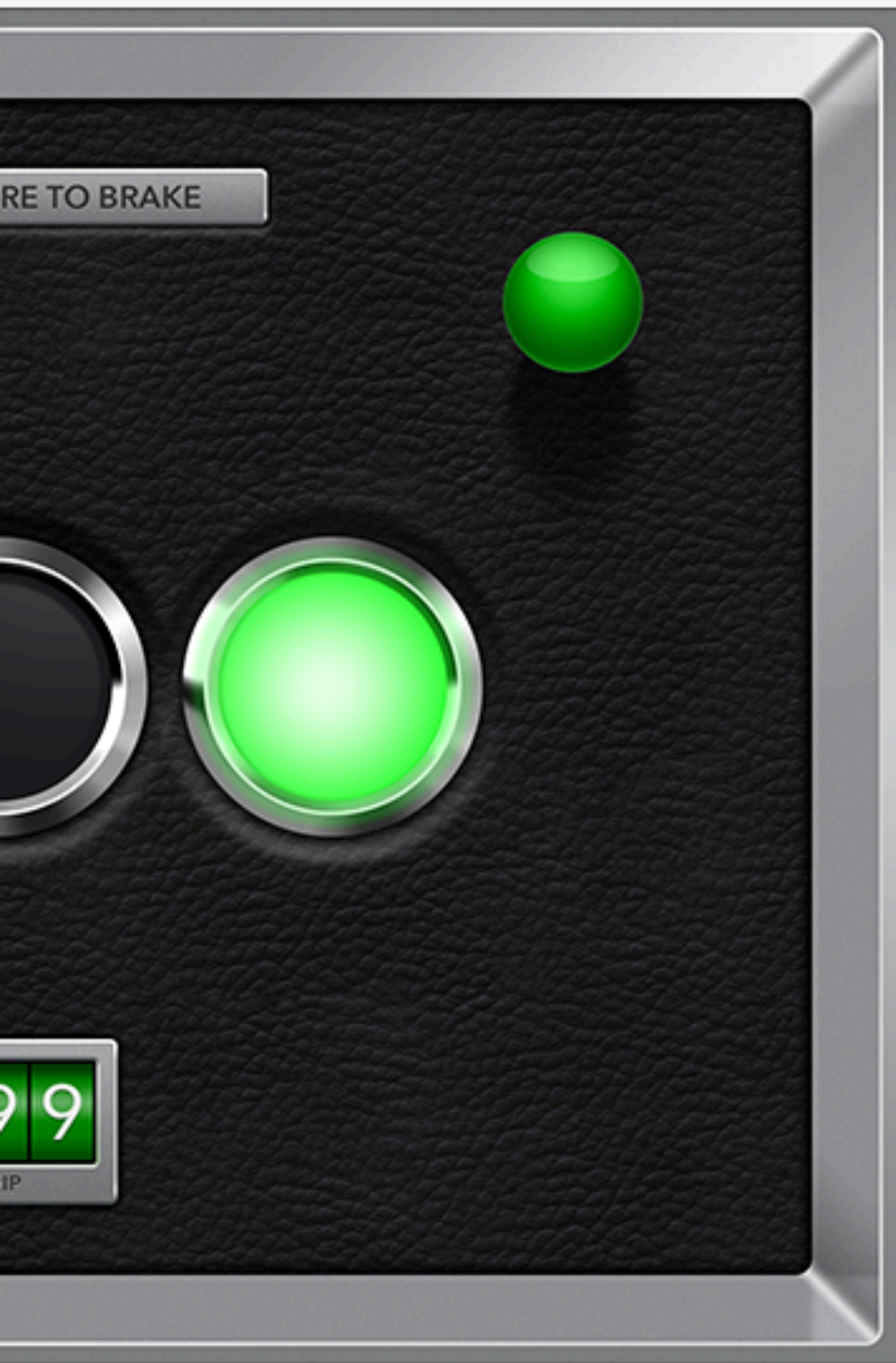


# Go Go Redball for iPad



Beautiful & Simple Ball Bouncing Game

Arriving November 29



green room: speed

## Description

You toss a red rubber ball around the screen. It bounces with a satisfying, "*bop.*"

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This is a simple, beautiful game—and fun. Bouncing a ball is soothing and enjoyable. It's a great way to have fun, relieve stress, or demonstrate a new iPad or iPad mini to anyone, regardless of their age or savvy.

It's a game design that has worked before. In 2005 the founder of Amuses Me, Nate Heagy, released Go Go Redball for then brand-new OS X Tiger. It became one of Apple's ten most popular dashboard widgets. The iPad version is a completely re-imagined and expanded game that retains the stark simplicity and attention to detail of the original.

# Features

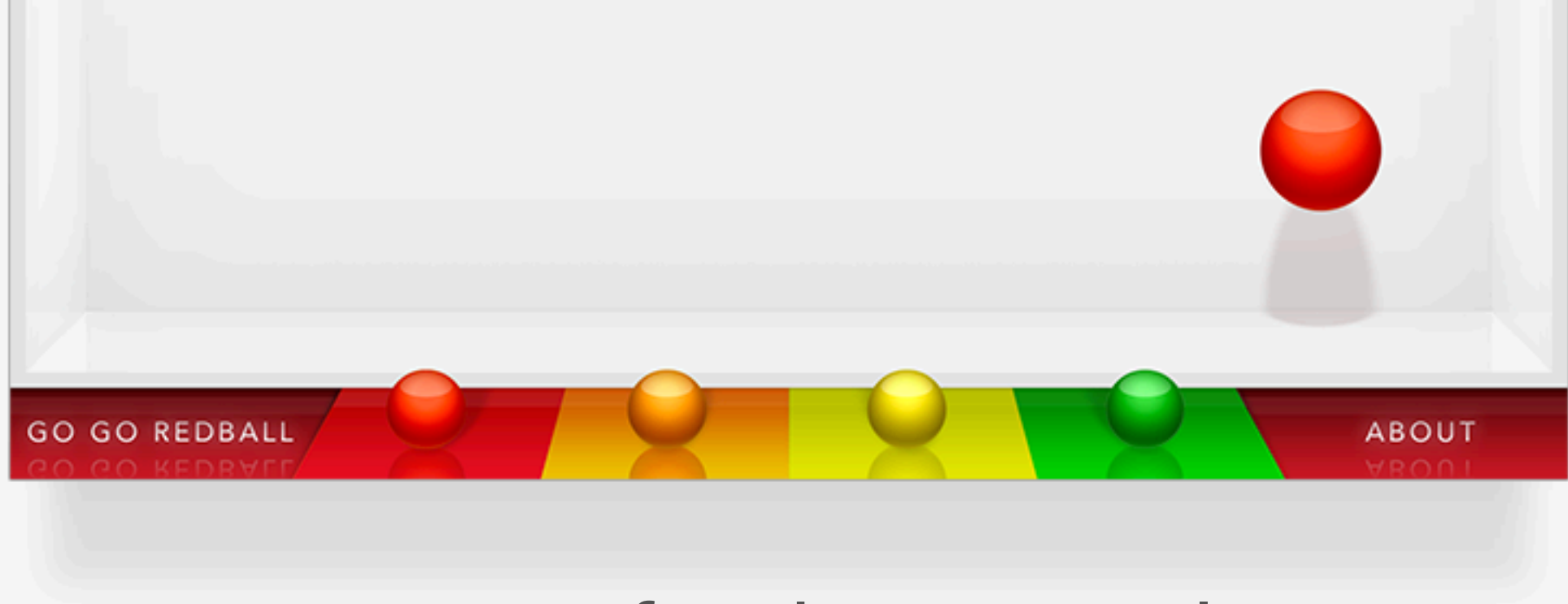
- Focused, physics-based gaming.
- Four simple minigames.
- Perfected graphics; realistic soft shadows.
- Open world. Endless replayability.
- US\$0.99 at launch. US\$1.99 thereafter.
- Simplicity. No cross-promos, IAP or social tie-ins.

# The Future

- More rooms, colors, and minigames
- Ability to turn off minigames and play freely



yellow room: accuracy



## Praise for the Original

"The greatest widget on the Apple Dashboard directory"  
—Appleology, 2005

"What may at first glance seem like a simple red orb is in actuality a delightfully animated plaything for your Dashboard"  
—GIGAOM, 2005

"Amazing, fun, effective and just plain cool"  
—Andre Deminiac, winnopeg.com, 2006

"A sampling of the best in dashboard functionality"  
—Jeffrey D Gimzek, thundercougarfalconbird, 2006



# Amuses Me Games

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**Full press kit & trailer:** [gogoredball.com/press](http://gogoredball.com/press)

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orange room:  
area