

DINOFOUR

Dinofour – the exciting puzzle platform adventure – is set to be unveiled to the Apple market on 5th July 2015

Created by the imaginative chaps over at indie game developer [CRAIGEATSCRAYONS](#), Dinofour is the Australia-based company's first outing in the world of mobile gaming. Take control as four dinosaur buddies attempt to solve a series of challenging but fun puzzles with their own unique special abilities. You must work together to conquer enemies and hurdle obstacles in an attempt to become reunited with your beloved lost dino eggs.



Styled in a retro aesthetic akin to Super Nintendo titles, Dinofour takes all your favourite parts of its 90s predecessors and modernizes them with a super-sleek design and intelligent tailored gameplay to provide a seamlessly joyous experience for mobile gamers around the world.

Fighting your way through over 70 levels, special powers such as the ability to push heavy rocks, shoot fireballs, walk on ceilings or fly for brief periods help you traverse this thrilling virtual platform world.

Excited for its release, Craig Simmons, developer at CRAIGEATSCRAYONS, said: "We wanted to create a game reminiscent of '90s Super Nintendo titles, but modernized with intuitive design and gameplay tailored specifically for mobile gamers."



Dinofour will be available from the Apple iTunes store on 5 July 2015 and will be competitively priced at \$1.99.

Notes to Editors:

Dinofour was created by CRAIGEATSCRAYONS. For more information visit www.craigeatscrayons.com or email craig@craigeatscrayons.com.

Press Kit - <http://craigeatscrayons.com/dinofour-presskit.html>