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Iyoda Releases Sword & Dragon on the App Store

A Deep-thinking "Sliding Tile" Puzzle Game with Fantasy and RPG Elements

Today, on June 26, 2015, Nagoya-based developer Iyoda released Sword & Dragon, a deep-thinking "Sliding Tile" puzzle game with fantasy and RPG elements for iOS and Android. Sword & Dragon is a simple yet challenging puzzle game in which players slay dragons, protect hearts from dragons, and collect gold and gems by swiping the screen in four directions.

Sword & Dragon is a strategic puzzle game with simple yet stunning visuals. The rules are also simple: Swipe the screen in four directions to move all of the tiles in the direction of the swipe. Simply slay the dragons (black) by slashing them with swords (blue) and protect the hearts (red) from the dragons. Players also collect gold (yellow) and gems (purple) by slashing them with swords. In addition, fortresses (brown) are stationary and act as obstacles.

Since all of the tiles move simultaneously when the screen is swiped, players must attack dragons strategically, protecting the hearts from dragon attacks. It's also game over if the player is checkmated, i.e. all of the squares are occupied leaving no room for maneuver. So the rules and controls are simple, but the game provides an excellent challenge in terms of strategy.

The starting tiles are different for each level, and the goal is to clear missions that increase in difficulty as the game progresses. There are 100 levels and 100 missions organized into the following six stages: the Forest Stage; the Desert Stage; the Glacier Stage; the Volcano Stage; the Castle Stage; and the Dragon Room Stage. At the Desert Stage, the number of moves is limited and the Glacier, Volcano, Castle, and Dragon Room stages feature stronger dragons, including the Ice Dragon and the Fire Dragon. Here, players can enjoy the additional challenge of slashing skills tiles (blue) in order to slay special dragons with upgraded swords.

"With Sword & Dragon, I wanted to create a game with strategic depth—like shogi or chess—that players could experience over a short time, a game with simple rules that even people new to gaming could enjoy. Personally, I feel that games with complicated rules are difficult to pick up, while games that are too simple soon become boring," commented developer Takashi Iyoda. "But Sword & Dragon balances depth of challenge with simple and addictive gameplay."

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

Sword & Dragon Trailer: <https://www.youtube.com/watch?v=HYD9zTyjum8>

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 Sword & Dragon, or you would like to schedule an interview, please contact:

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