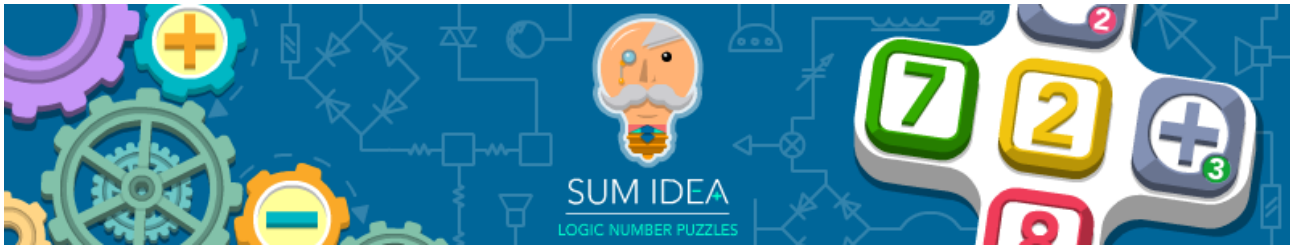


Source: Twiddly Studio

Dated: July 6, 2015



STRAPLINE:

Jump into the mind of Professor Addkins and decipher his inventive number puzzles by simply sliding numerical tiles into the designated areas in a limited set of moves.

DESCRIPTION:

SUM IDEA is a logic number puzzle where players have a set number of moves to strategically swap tiles on various grid layouts, attempting to match the numerical formation in Professor Addkins' thought bubble.

Players will have to think strategically about each move as some tiles can affect others, from taking away or adding 1 to numbered tiles to reversing a tiles function. This relentlessly simple puzzle mechanic serves up some fiendishly clever puzzles that can be solved in several different ways.

So if the digits don't exist to solve a puzzle, it is crucial to experiment with swapping various tiles and discovering their different effects on each other.

It is up to you to not only out smart Professor Addkins but also to be the brightest spark he has had the pleasure of discovering.

SUM IDEA is free to play with some optional items that can be bought with real money within the game.

For more information, please visit: <http://www.twiddly.co.uk/sumidea.html>

FEATURES:

- Solve 140 levels set in Professor Addkins' eccentric world
- Intuitive puzzle mechanics
- Uniquely stylised aesthetic
- A colourful cast of characters
- Beat the scores of your Facebook friends
- A game that can be played by all ages
- Universal - for iPad, iPhone and iPod touch

VIDEO TRAILER

Youtube: <http://youtu.be/lsKx0527cas>

LINKS:

- Web: www.twiddly.co.uk/sumidea.html
- Email: info@twiddly.co.uk
- Twitter: <http://twitter.com/twiddlystudio>
- Facebook: <http://www.facebook.com/twiddly>
- Google+: <http://plus.google.com/+TwiddlyCoUk>

CREATED AND DEVELOPED BY:

Twiddly Studio - <http://www.twiddly.co.uk>

Twiddly Studio is an emerging British, creative games studio founded in 2011 by Software Developer Andrew Noble and soon joined by graphic Artist, Andy Nicholls. The independently funded studio develops games displaying their own distinct characterised brand and style, currently for iOS devices. Twiddly Studio's first game, Tilt & Sprout was released in 2011 on the App Store followed by their sliding number puzzle, SUM IDEA in February 2015.

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