



CHRONOCORE APPS

GeoDrop HD

Hamburg, January 2012: The new iOS puzzle game with the abstract particles look features 3 brand new music tracks produced by **Chris Huelsbeck**.

GeoDrop HD offers a new challenge beyond the usual match-3 game mechanics! Here is the new challenge: Create clusters of blocks with the same color. 2 stars inside the cluster removes the cluster. Special blocks like bombs or joker helps you to accomplish this mission. To make the game harder: After some blocks new rows of blocks appear from the bottom of the playfield.

3 Gamemodes:

Classic: More and more colors, bombs and joker blocks - the full program!

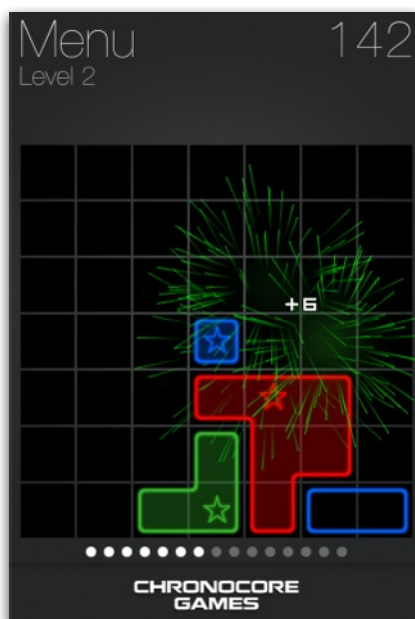
Hardcore: The purist mode for the constructors' experts: constant 4 colors - No special blocks. But level rise is faster.

Action: Like Hardcore, but with 3 minutes time limit: for the little break in between.

Highlights:

- 3 exclusive music tracks produced by Chris Huelsbeck
- Game Center Achievements: get all 1000 points!
- Game Center Leaderboard for each game mode
- Universal app for iPhone, iPod touch and iPad
- Full HD / Retina graphics support

GeoDrop HD is now available as Universal App for only 0.99\$ at the iTunes AppStore.
<http://itunes.apple.com/us/app/geodrop-hd/id478344246?mt=8>



About Stefan Kögler / Chronocore Apps

Stefan Koepler has gained first experience in the gaming industry at Eidos Interactive during his studies in computer science. After graduation, he has programmed his first games for mobile phones based on Java for Elkware / Infospace Inc.. This was followed by 2.5 years games programming for the Nintendo DS platform. At SnapDragon Games he has worked on games such as Elvenland, My Western Horse and Chicken Attack. Since late 2008, his passion is the iOS platform: After the game Vicky, and dozens of media apps, now his first self-made indie game GeoDrop HD is available.

<http://www.stefan-koegler.de>

About Chris Huelsbeck

Chris Huelsbeck is an acclaimed composer and sound designer working in the video games industry for well over 25 years. Having provided high quality music and sound for over 80 projects, Chris made himself a name not only with the fans, but also as a trusted contractor. Credits include projects like the Star Wars Rogue Squadron Series, Turricon, Tunnel B1, Extreme Assault and Symphonic Shades, a 70 minute full orchestral concert and CD release covering Huelsbeck's work of 25 years. In 2011 he also received a lifetime achievement award by the Game Audio Network Guild.

Born 1968 in Kassel / Germany, Chris Huelsbeck found himself dedicated to music at a very young age and started piano lessons with his Grandmother, a well respected piano teacher. Soon after he composed his first original music pieces. At age 14 he got his first computer, the legendary Commodore 64, and started to learn various programming languages while still playing and composing music. A few years later he won the first prize in a computer-music contest hosted by a famous German computer magazine. This was the beginning of his career as a professional composer for computer and video game soundtracks.

<http://www.huelsbeck.com>

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