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Gravity Sling

Moby ID: 43569

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Released November 5, 2009 on iPhone	Moby Score n/a	Genre Puzzle	Business Model Commercial
Credits 7 people	Players (1)	Perspective 3rd-person (Other)	Media Type Download
Publishers Riptide Games, Inc.	Collected By 3 players	Setting Sci-fi / futuristic	Input Devices Supported/Optional Touch Screen
Developers Riptide Games, Inc.			Number of Offline Players 1 Player

Description

Gravity Sling is an inertia based puzzle game where the player uses their finger to set the initial velocity and direction of the astronaut. The goal is to launch the astronaut back to the space shuttle by taking the longest path possible.

The game was created in a single day at the iPhone Game Jam and the first fifteen levels are available for free. Players are able to buy a pack of 30 additional levels from within the application. Global leaderboards and achievements are supported as well.

Credits (iPhone version)

7 People (5 developers, 2 thanks)

PyroMonkey Productions	Jonathan Hartstein
Spatial Reasoning	Seth Howard
Crucial Games	Eric Lannan
NoiseBuffet	Ben Long
Riptide Games	Brian Robbins
Special Thanks	Allison Allain, Duane Schleien

Collaborations

MobyPlus

People credited on this game were also credited on:

- Bananagrams, a group of 4 people
- My Pet Zombie, a group of 4 people
- Ultimate Battle Zombies, a group of 4 people
- And 9 more...

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Other Games

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In addition to this game, these people were also credited on other games:

- Brian Robbins on 15 other games
- Seth Howard on 11 other games
- Jonathan Hartstein on 10 other games
- And 3 more...

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Reviews

Players

Average score: 2.2 out of 5 (based on 1 ratings with 0 reviews)

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Released 2002 on Browser

**Disney's Hot Shots: Swampberry Sling**

Released | X | B on Windows



Gravity
Released 1995 on Windows

Gravity

Released 2022 on Browser



Gravity
Released 2020 on Windows, Linux, Macintosh



Gravity
Released 1990 on Amiga, Atari ST



Gravity+
Released 2016 on Wii U

Identifiers +

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Contributors to this Entry

Game added by Brian Robbins.

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