Press Release

Contact Anton Zherdev Developer info@raildale.com

Raildale: Railway Building Game will be available in January 2014 for iOS and Mac OS X

Summary

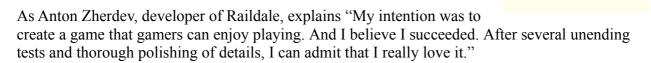
Raildale is a brand new and exciting railway building game. Raildale will be available in January 2014 for iOS and Mac OS X. The rules of the game are rather simple: the gamer connects multicolor cities with railways. The gamer has to prevent train crashes and go to same color cities. Raildale is an indie game developed by Anton Zherdev. www.raildale.com

Body

(Moscow, Russia) Raildale, the latest innovation in the digital gaming industry, is a new railway game that promises to offer long-lasting enjoyment to gamers.

Raildale is a new and exciting railway building and management game. The rules of the game are rather simple: the gamer connects multi-color cities with railways. There are many futures like new

cities, switches and traffic lights, fines and rewards. The gamer has to prevent train crashes and go to same color cities. In case of train crash there are big fines to fix it. Gamers win the level in case of positive balance within a specific time frame. It is not a simple game and it has additional difficulty levels that include express train, extra damages and various surprises.



Raildale will be available in January 2014 for iOS devices like iPad, iPhone, iPod Touch and Mac OS. During the launch period there will be a considerable discount in price. And Mr. Zherdev adds "This is my first game. My main goal was to create a good-looking and really interesting game. I think I managed to do it."

For further information on Raildale, the developer and screenshots visit www.raildale.com

About

Anton Zherdev, developer of Raildale, is an independent game developer with more than 10 years of experience. Raildale is his first digital game. Anton Zherdev is available for an interview. www.raildale.com