

STOP THE WAR

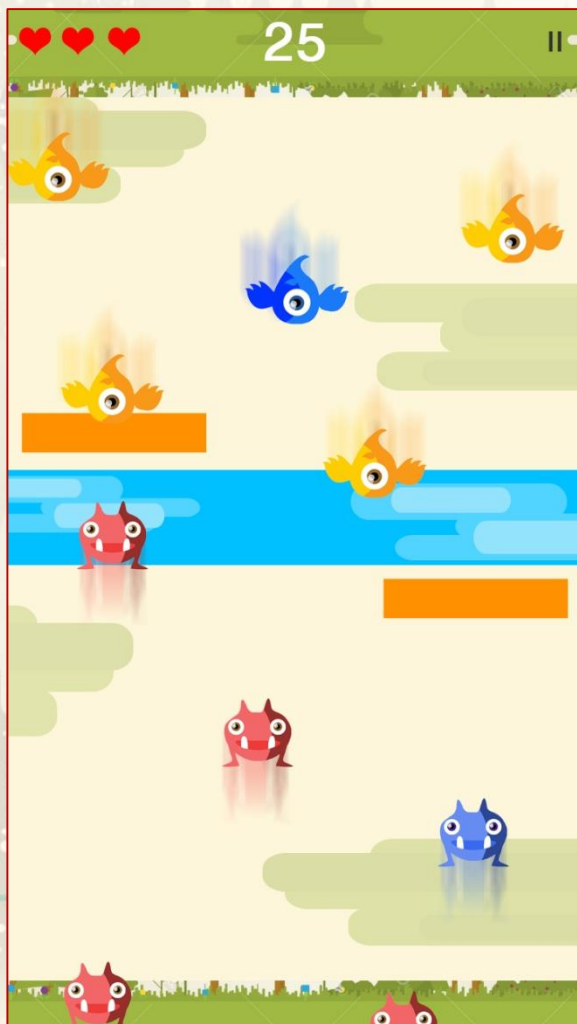


GAME DESIGNERS:

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VISION

CREATIVE

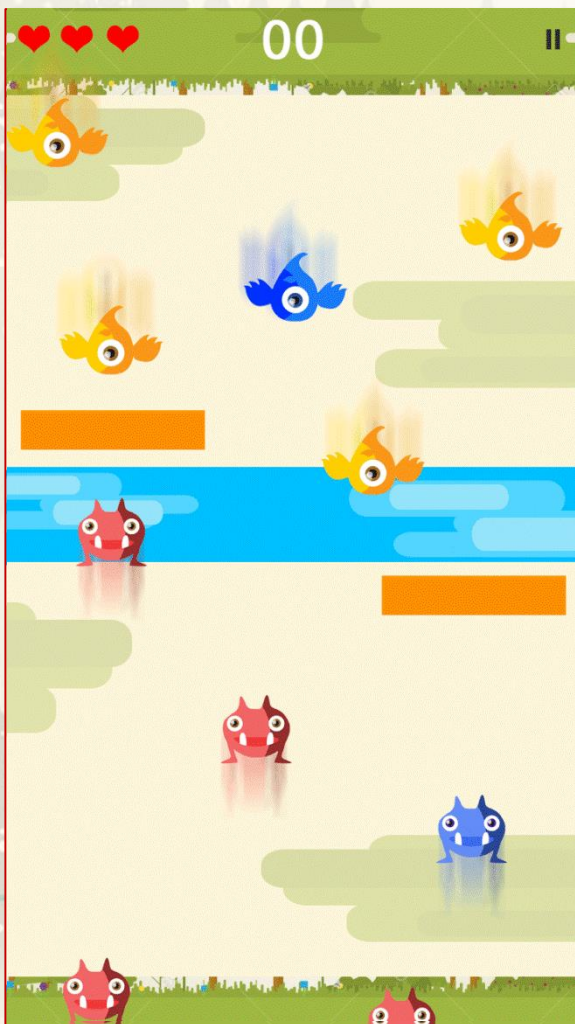
- Non-stop creative with outstanding control type.
- Epic combination between puzzle, block breaker & nature theme.

ACCESSIBILITY

- Freemium game which targets for all ages.
- Short period for busy users.

CASUAL GAME

- Flashing tutorial.
- Easy to play and hard to master.
- Change skin & theme for high retention.

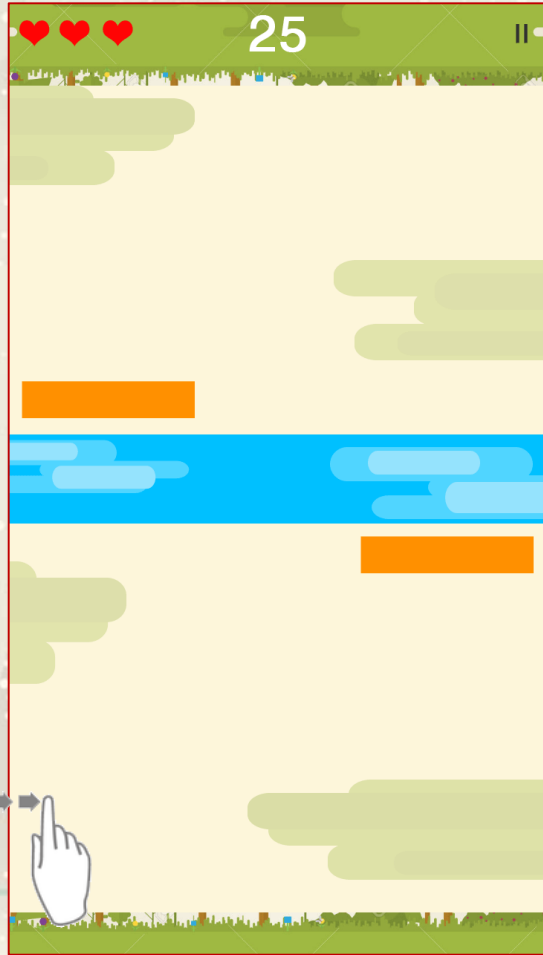


GAMEPLAY

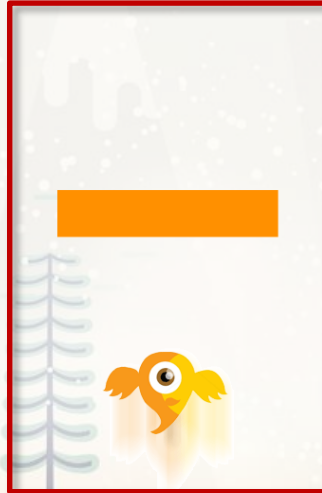
- The **yellow** and **red** monsters are in a war. As a god of the snowy mountain, you have to **STOP** them by the magical **orange** blocks.
- The **yellow** army comes from upper land and the other comes from opposite side. They walk straight to each other land.
- Control 2 **orange** blocks at middle to **STOP** & **FORCE** them to come back to their land.
- Some of them (the **blue** one) have an invisible ability which requires more than one block to be stopped.

CONTROL

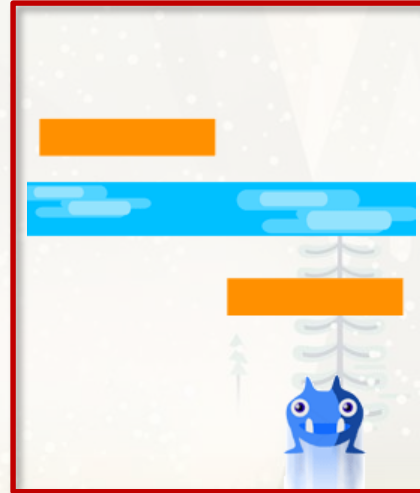
- Drag anywhere on the screen to make blocks go side to side.
- Two blocks parallel when you drag from border of the screen to center.
- Two blocks are moving with opposite direction.



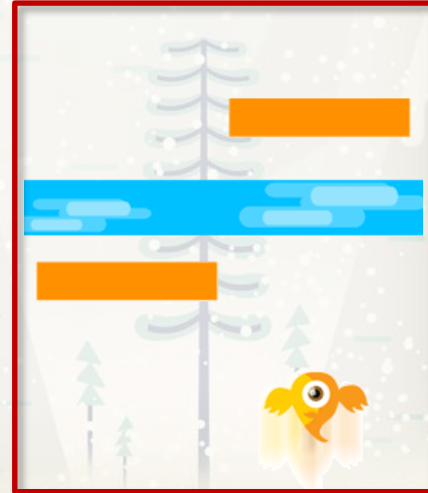
Monster turns back when
hit the orange block



The blue one can cross the first
block he hit



Be careful, monster can continuously
turn when hit orange block





THANK
YOU

