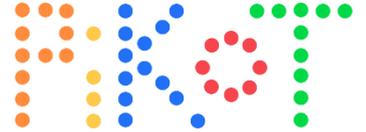


Pikot



developer: Kay Makowsky

platform: iOS (iPad, iPhone and iPod touch with iOS 7.0 or better)

category: Trivia, Puzzle

Development:

The game Pikot was developed and designed by the berlin developer Kay Makowsky. In the future there is a collaboration planed with other artists, to add music and sounds to the game.

Game Description:

Tokens must be holed. Whether they are red, yellow, green or blue, they need to be dumped in the suitable holes . But there emerge more tokens and holes, so hold on as long as you can and break the record.

Pikot is an endless game, so you have to survive as long as possible. It gets harder to hole the tokens the longer you play, but there are many achievements that reward you if you pass a certain step. The player looses if the screen is full and he no longer can move. But till then he gets one point for every token holed.

With the Game Center integration there is the chance of getting countless achievements and the oportunity of competing with your friends or even the whole world.

If you have any further queries, please do not hesitate to contact us:

contact: press@pikotgame.com

homepage: pikotgame.com

google+: plus.google.com/+Pikotgame

Pikot App Store Link:

<https://itunes.apple.com/us/app/pikot/id941374542?mt=8&uo=4>