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- PDA
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- [Resumes/CVs](#)
- [Resource Center](#)

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- [Marketplace Home](#)
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- [Wireless Market Data](#)
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- [Delivery Options](#)

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- [Discussion Boards](#)
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- [Mailing List Archives](#)

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- [About MindSites Group, LLC](#)
- [Advertising Information](#)

WirelessDevNet.com Press Release:

Artificial Life Announces New iPhone Products and Release Schedule

Artificial Life, Inc., today announced its new iPhone and iPod touch product lines and release schedule. The Company intends to release at least 12 new iPhone products in 2009.

The Company completed development on their first iPhone game, Amateur Surgeon. The game was one of the top selling games in the Apple App Store in December 2008.

For the first half of 2009 the Company has scheduled the release of three innovative, high quality car games for a major German car manufacturer, an interactive real time 3D, high quality first person shooter game for a major US media company, and a real time 3D airplane racing game for a famous global brand partner.

In addition the company will publish its own titles:

- **Solo Backstreet Soccer 3D:** This game takes soccer to the streets and features customizable avatars performing body balancing and dribbling moves in a variety of street settings.
- **Verminator:** A game where players fight off vicious invasions by realistic cockroaches onto their phones by virtually squashing them on the screen with their fingers. This game fully utilizes the iPhone's touch screen sensitivity and employs very realistic "crunching" sound effects to accompany the squishing of the bugs!
- **VBotAttack:** An action and adventure game following a day in the life of a courageous VBot and his family filled with mind-boggling puzzles and mazes.
- **Scorched!** This game features a tiny dragon who gains power and grows stronger each time he "scorches" something in his path. This game fully utilizes the iPhone's microphone, enabling any player to blow fire like a dragon.
- **Space Bumpers:** Players crash and bash their way through space in this Peer-2-Peer multiplayer intergalactic space derby where flying saucers driven by wild and crazy aliens are controlled like out-of-this-world bumper cars.
- **Junkyard Skeet Shooter:** Players unleash their inner trigger-happy pyromaniac as they decimate progressively larger and more bizarre junkyard items ranging from toasters and coffee makers to 18-wheelers and RV's as they fly off a cliff and into the path of the game's outlandish variety of upgradeable weaponry that starts with a bb gun and quickly escalates to a bazooka, a flame-thrower and beyond!
- **Going Postal!** In this intensely challenging and highly entertaining puzzle game, players must keep their cool as they work in the world's wackiest mail room sorting, shuffling, twisting and turning parcels on an unpredictable conveyor belt to make sure that they reach their proper bins and are shipped out on time.

In addition to new games, the Company will also release several business applications for the iPhone.

- **Mobile Diab:** This is a mobile health monitoring system that records the daily readings for glucose level, blood pressure, medication intake, etc., and automatically sends out alerts to health care providers in case the patients' readings are too high or in some way abnormal.
- **Mobile Property:** This is a mobile property advertising system that combines with location based mobile features to show available flats for buying / renting and alerting users of available real estate and also allowing for virtual tours of the selected properties.

Further product releases will be announced in mid 2009.

Previews of some of the upcoming games can already be seen at: www.botme.com

The final release dates are contingent upon product release approval by third parties and therefore cannot be specified in more detail at this point in time.

"After the very successful launch of the Amateur Surgeon iPhone/iPod touch game which we produced for our partner and released in December 2008 and the good reviews and download results we achieved, we are now ready to release many more titles for other clients and also over a half dozen of our own branded iPhone/iPod touch titles and several business applications. We hope that our games and apps will perform as well as the previous title or even better," said Eberhard Schoneburg, CEO of Artificial Life, Inc.

About Artificial Life, Inc.

Artificial Life, Inc. (OTCBB:ALIF) is a public US corporation headquartered in Los Angeles, with its production center in Hong Kong and additional offices in Berlin (EMEA headquarters) and Tokyo. As a leading, full-service provider of mobile broadband 3G technology, mobile participation TV, mobile gaming, content and business applications, Artificial Life provides 2D and 3D multi- and single player rich-media applications for 3G, 3.5G and 4G network-enabled mobile phones. Recognized internationally for outstanding content quality and technology.

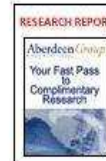
Artificial Life is currently one of the fastest growing companies in the world and transcends traditional modes of mobile communications and interactive gaming. For more information, please visit www.artificial-life.com or the company's m-commerce portal at www.botme.com.

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