

VIAM for iOS



{Zeichen}kraftwerk is a small german development studio that is in search for new game ideas and that with a sense for design to the iDevices. Our principle is to give users some interesting hours of play with our independent games – far away from commerce.

After three months of work we are proud to present our new game to you. We think it might be one of the hardest, so far available, games in the entire App Store – maybe the hardest. **VIAM** comes with 24 challenging levels and has an **extraordinary, minimalist design** that allows player to fully concentrate on the gameplay. The player must learn to **understand the game pieces, how they behave and how to get his blue tile at the end of the level** – a tutorial is not there. But anyone who thinks that he understands the principle is mistaken: **Every 5 levels a new token comes and makes the game even harder.** VIAM has no time limit, is **based purely on logic and forward-looking thinking**. The famous trial and error principle is raised to a whole new level, because **trying no longer suffices**.

FEATURES AT A GLANCE

- Probably the hardest game in the App Store
- Supports retina displays, also the new iPad
- Game Center Support (rankings and achievements)
- Unlock new levels
- Short loading Times
- Universal App

Available for iOS in the AppStore.

iTunes Link:

<http://itunes.apple.com/us/app/viam/id524965098?mt=8>