

Find and draw the fastest route!

Fairy Engine announces Alternate Routes, a racing puzzle drawing game for iOS.

Carlsbad, CA - April 20, 2015 - Fairy Engine revealed today that their upcoming title Alternate Routes will arrive in the iOS App Store this Thursday, April 23. Alternate Routes is a very casual racing game, with no predefined tracks: it is up to the players to figure out and create the fastest path that crosses all the gates in each level. People can draw on their touch screen as slowly or as fast as they want; only the trajectory matters. Will you achieve the right balance between covering less distance and avoiding sharp turns that slow you down?

As you progress in the game, you will encounter new types of gates, and earn upgrades to help you get the last few missing medals. "Once you feel stuck in a game, you usually give up quickly and move on to something else", said Fairy Engine's founder Frederic My. "We wanted to allow as many players as possible to earn all the medals in Alternate Routes' Casual mode, which is why your ship gets faster as you go further and complete objectives in the game. You can then go back to earlier levels where maybe you didn't do so well initially, and improve your times significantly".

Competitive players, however, have not been forgotten: they can show their skills in the leaderboards for the Survival and Time Trial modes, unlock the Expert mode and try to beat the developers' times, or race against their friends on a single device in the Multiplayer mode.

Alternate Routes is a FREE game for all iOS devices, with optional in-app purchases. For more information and useful tips, please visit <http://www.fairyengine.com/alternateroutes/index.htm>

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Fairy Engine is a one man game studio focusing on mobile, founded in October 2010.

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Press kit link: http://www.fairyengine.com/press/sheet.php?p=alternate_routes