

## **Real World Gaming comes to the iPhone**

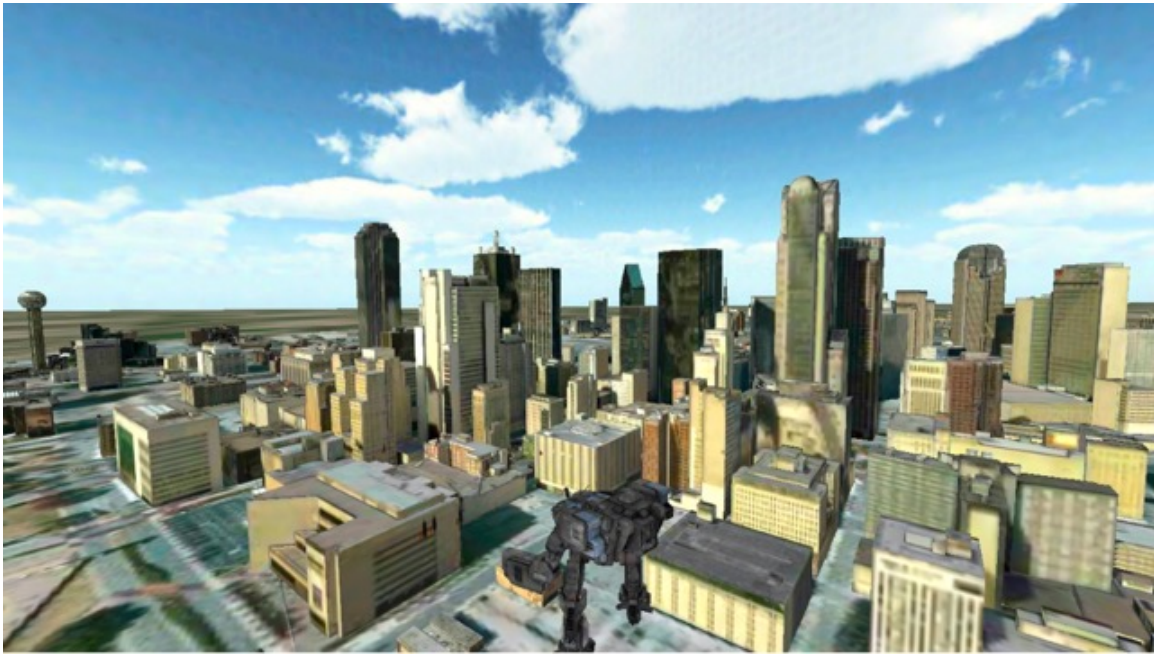
Sensori Games announces its latest mobile game for iPhone and iPad, called City Salvation: Drone Wars. City Salvation is possibly the world's first mobile game to allow game play in virtual copies of real cities. The game is free to download and play from the Apple App store (<http://appstore.com/city salvation drone wars>). In the game the mission is to remotely control a military attack drone to protect downtown Dallas, Chicago and San Francisco from massive attacking robot mechs, which drop from the sky. The action includes zooming over and between city skyscrapers at breakneck speed controlling the drone by tilting the iPhone or iPad. Cities such as Las Vegas, Boston and Tokyo, are planned to be added to the game and will be available to download for an in-game payment. After each level, fighting off waves of attacking robot mechs, the story behind the attacks is delivered by the drone dispatcher who describes the mysterious Noise which has almost paralyzed the entire population of earth leaving only a few people left who can function. By the end of the 3rd city the incredible secrets of who is attacking the Earth is unveiled.

Sensori Games believes this is the beginning of an emerging trend towards 3D digitization of the physical world. Books like Ernest Cline's Ready Player One, which will be coming to the big screen in late 2017, describe an inevitable future where players can play and explore in a virtual copy of the real world. Google and Apple have been a major force behind this trend with the introduction of 3D cities in their mapping products. In addition, both companies are planning phones, which automatically create 3D models of the things that are photographed right now, including homes and possessions. When phones provide the means to create instant 3D models of the world around, it allows for interaction in a virtual space containing augmented reality information, like the size of rooms or objects or even who makes and sells the object being looking at. Imagine the impact to retailers if everything being looked at had a holographic 'Buy Now' button.

## **From HR to VR**

Sensori Games founder and CEO, Ross Melbourne is a serial entrepreneur whose career has stretched from micros, mainframes, PC and now mobile. Ross co-founded and ran an enterprise Human Resources software company for 18 years with his wife and co-founder Lois Melbourne. Having sold that business he decided it was time for a change and saw virtual reality as a potential market explosion waiting to happen. Melbourne says "A complete digital model of the world outside is inevitable. You just have to look at Google Maps with Street view to see it has already begun. What's coming are higher fidelity models that can be used in business, city planning and communication which includes social apps like Facebook, tourism and initially games. We are proud to release the first mobile games to use 3D models of real cities like San Francisco and Chicago."

Dallas



Chicago



## San Francisco



### Press Links:

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**Twitter:** [@sensorigames](https://twitter.com/sensorigames)

**Release Title:** City Salvation: Drone Wars

**Platform:** iPhone 5 and above, iPad 2 and above

**Apple AppStore:** <http://appstore.com/citysalvationdronewars>

**Price:** Free, includes In-Game Purchases

**Press Release:** [www.sensorigames.com/press](http://www.sensorigames.com/press)

**Screenshots:** [www.sensorigames.com/screenshots](http://www.sensorigames.com/screenshots)

**Videos:** [www.sensorigames.com/videos](http://www.sensorigames.com/videos)