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polynauten Launches Triple Trouble Monster Puzzle Game on iPhone, iPad & iPod touch

(Hamburg, Germany) – April 5, 2012 – polynauten, an independent development studio creating innovative mobile games and interactive applications, today introduced *Triple Trouble*, a fun filled casual game for iPhone, iPad and iPod touch that comes alive in a crazy, colorful world full of cute little monsters known as Triples. With 12 beautiful settings and 48 evolving backgrounds, players of all ages are challenged to complete a variety of surprising skill challenges and out-of-this-world obstacles to score points and master more complex levels.

The *Triple Trouble* story tells of a star exploding above the Triples' beloved planet Trigalax, which created a huge swirling vortex that sucked up all of its inhabitants, sending them onto a strange new planet in a parallel universe. Lost and scattered all over this incredible new world, the Triples have been struggling to find ways to get back home. Faced with tricky puzzles and even tougher challenges, Triples must join together to combine their special powers so they can be teleported back to their home world.

In the game, players are challenged with ever-popular match-3 game mechanics, a realistically reacting world of fans, springs and moving objects, as well as a simple, easy-to-use launch mechanism to fling three or more Triples of the same color into different areas of the puzzle so they 'connect' with one another. Only by doing so can players help the Triples come together to get back home.

"Players who love match-3 game mechanics, puzzles, and skill games will not be able to put this new iOS title down," said Hagen Gottschalck, CEO, polynauten. "*Triple Trouble* offers players the freedom to achieve combinations through his or her own skills, not just by combining three or more elements."

Pricing & Availability
The Triple Trouble App is available for $.99 (iPhone and iPod touch) and $1.99 (iPad) respectively from the App Store, or at www.itunes.com/apps/polynautencom.

Additional information
polynauten received generous support for the development of this game from gamecity:Hamburg, an initiative by the City of Hamburg to foster the games industry.

For more information about *Triple Trouble*, including screenshots, visit http://www.polynauten.com/press/.

About polynauten
polynauten is an independent development studio based in Hamburg, Germany creating innovative mobile games and interactive applications. With the mantra that games are meant to be fun, all with appealing graphics, well-engineered technology, and highly engaging game mechanics, polynauten is all about developing fresh ideas and exceptional projects. A team of creative designers, artists and software engineers, each focusing on the successful interaction of creativity, arts and technology, we constantly strive to make advances in the digital world never seen before! For more information, please visit www.polynauten.com.

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