

ILLUSION LABS BRINGS MULTI-TOUCH GAMING TO THE BIG SCREEN

MALMÖ, Sweden, April 6, 2009 -- In a world first, Illusion Labs shows off their commercial games running on a big screen multi-touch table.

YouTube video: <http://illusionlabs.com/multitouch-youtube>

High quality video: <http://illusionlabs.com/press> (under Download Press Kits)

The smash hit games Touchgrind and Sway have previously proven themselves in a smaller format on the iPhone with hundreds of thousands of copies sold.

"Multi-touch adds a whole new dimension to gaming when used properly" says Carl Loodberg, CEO at Illusion Labs, and continues "Our focus at Illusion Labs is creating innovative games and applications with novel interaction that will WOW the audience".

In this video we show our games on a platform by Touchtech in cooperation with Crowd. The games run on any multi-touch hardware, including mobile devices, multi-touch laptops and large window displays.

About Touchgrind

Touchgrind brings skateboarding to your fingertips using innovative multi-touch controls. The board is controlled by moving the fingers on the screen just as a real skater moves his legs.

Released last November, Touchgrind has become one of the most popular commercial games on the Apple App Store, never dropping below top 40 on the US top list since its release.

About Sway

Swing and sway through beautiful worlds in this rag doll physics simulation using finger gestures to control the creatures' little grabby hands.

Fresh on the Apple App Store, Sway has already been top rated and is a favorite of many avid players.

About Illusion Labs

Illusion Labs specializes in WOW factor games and applications. They combine engineering and aesthetics to create fun and appealing pieces of work. Some of their strongest sides are graphics, physics simulation, and novel interaction such as accelerometer and multi-touch.

Illusion Labs was founded in 2007 by Andreas Alptun and Carl Loodberg and is located in Malmö, Sweden.

<http://www.illusionlabs.com>