



Challenge the Gods and Your Friends in Spells Arena - The Signs of The Gods

2 Think Brings Signs Recognizer in Spells Fight Arcade Games. Choose your weapons (gems), cast your spells, and see if you've got what it takes.

The game is inspired by Lord Dunsany's work relating to ancient myths within a complete fictional pantheon and its associated mythology is constructed.

- **Game Mechanics**

Every player has 3 gems. Each gem has its unique spells. To activate the spells the player draw the signs. The gems you saved light up the portal stars and unlock new spell signs. Use "Initiation Mode" to learn to cast the Spells.

- **Multiplayer** Play with your friends via Game Center or Peer-to-Peer

- **Single-player** Compete against a tough AI that has 20 different opponents of various difficulties and personalities

- **Leaderboards Scores**

- **30 spells gems await you!**

Use plasma balls, shields, barriers, different types of traps that are created by the spells. Guide better the plasma balls using the aiming trajectory.

- **Physics based gameplay:** LiquidFun Engine

- Enjoy the **3 characters** to play: Inzana, Lahai, Sish.

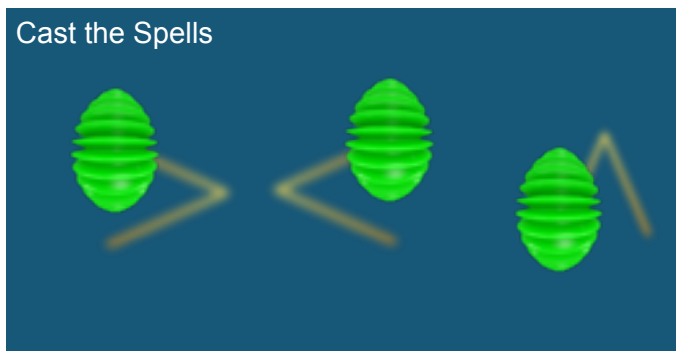
- **3 Levels of proficiency:** Apprentice, Sorcerer and Warlock

- **Procedural graphics** The light is computed in real time, the Gems and the Portals likewise and the fluid follows the physics laws of Boltzmann.

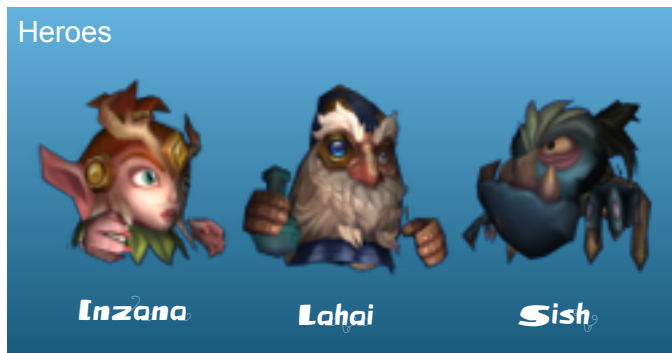
Available only on iOS in following languages: English, French, Italian, German, Spanish, Japanese, Korean, Traditional Chinese, Simplified Chinese, Brazilian Portuguese, Russian, Turkish, Arabic, Romanian.

It's compatible with iPhone/iPod/iPad with iOS 7 and iOS 8.

Cast the Spells



Heroes



2 Think di Capuano e Furcoi snc
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Fact Sheet:

2 Think

Based in Milan, Italy

Founding date:

April 28, 2014

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2think.it/spellsarena/presskit.zip

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indiedb.com/company/2think

Releases:

Spells Arena

App Store:

appstore.com/SpellsArena

Social:

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Who We Are

2 Think is a small indie game development company based in Milan, Italy. It was born from the idea that two people could make a difference: they can design and produce an original game - exploring themes that are not present in mainstream products - and turn their energy and creativity into a time of joy for children of all ages.

Furcoi Elisabeta Loana

Founder

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Loana is an experienced software architect. She is interested in AI, mathematics, game theory. She graduated in Cybernetics at Academy of Economic Studies Bucharest and started working in medical industry for the IT-related department, before moving on to the banking and insurance industry. 2Think is the perfect opportunity to return to the first love: game programming.

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Roberto Capuano

Founder

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Roberto started programming games at the end of the 80s on a vic-64. In the 90s he discovered the 3D graphics on Amiga. In the 2000s used to write Java code in every system he got in touch. In 2005 he got a PhD in Cluster Computing and Software Visualisation. He has a long experience as consultant in Telco companies, Banking sector, Insurance companies. Now he's returned to his first passion.

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