



Bubble Toad

Bubble Toad official release on April 4th 2017 on the Apple Store and Google Play Store

A new challenging and addictive action game based on gravity, dexterity and memory

After one year of development, Bubble Toad is finally ready to be tamed by agile fingers which will have to tap bubbles to jump and help a little toad to reach the sky. A simple task except when it comes to deal with special bubbles and all the traps contained in the 18 levels designed by a diabolical mind!



Each level disposes of its own atmosphere aswell as an evergrowing difficulty matching the player's progression. New bubbles with unique abilities are unlocked all along the adventure to renew the gameplay and offer a rich and fun experience. An advanced equipment system disposing of more than 100 different pieces of outfit can be used to dress up the toad and turn it into a princess, a ninja or even a dragon. Possibilites are endless. The game is also based on rapidity as it scores the best times and allows to compete with other players around the world on its different leaderboards.

Bubble Toad is a free to play application and will be available worldwide on the Apple App Store and the Android Market on April 4th 2017.

Please visit www.honeyponey.fr for more information about Bubble Toad, including a trailer video, screenshots of the app and a presskit.

HoneyPoneyGames apps are developed by David Ciaudo, a French indie developer who worked five years in video games industry and left his job of gameplay programmer to build his own concepts.

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If you would like further information on Bubble Toad or HoneyPoneyGames, please contact:

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To download the beta android version of the app: <http://bit.ly/BubbleToadAndroid>

To get a TestFlight invitation of the iOS version, please send a mail to: honeyponeygames@gmail.com