

PRESS RELEASE

Rustcycle releases NANO, a musical particle-flow puzzle game.

Independent musician Rustcycle offers an original iPhone game aimed at fans of ambient music and abstract games.

The electronic music and motion graphics artist Rustcycle (Adrian Johnson) has created and released a game for the Apple iPhone / iPod Touch platform. The game features an interactive score comprised of electric and acoustic violin, viola, and cello. Bowed and plucked notes combine to create a meditative, serene journey that stands in contrast with the tense experience of many other iPhone games. Johnson's multi-instrumentalist background allowed him to hand-craft the soundscape, while his education in computer science allowed him to implement the software.

The controls in NANO are intuitive and the objective is simple. The game displays a magnetic field whose flow lines are adjusted by touch. Instead of guiding individual particles, the player creates currents to guide the particles. The player attempts to activate nodes by guiding benign particles towards the nodes while drawing the malign particles away from the nodes. Upon activation of all nodes the level is complete. Each level is more challenging than the last. NANO includes 255 levels.

Johnson explains how nature inspired some aspects of this game by saying, "I enjoy watching fish. I tend to work too much, and watching fish when I have the chance helps me unwind. There's something soothing about moving one's hand in front of the aquarium and getting the fish to school with you."

In a time of difficulty for the music industry, NANO serves as an interactive ambient composition that enables Rustcycle to diversify musical offerings and connect with new fans. In addition, Johnson is creating a DVD album dubbed *Workaholics Autonomous* which includes motion graphics to accompany each song. Johnson is wholly invested in a strategy of pursuing inter-disciplinary projects to create richer media and engage new markets.

Wearing his software engineer hat, Johnson seeks to inspire the next

generation of programmers through fun projects combining technology and creativity. Also, he wants to motivate students studying the arts to explore science and technology to broaden their skill sets. Johnson has lectured at several universities and conferences, including the University of Colorado at Colorado Springs where he received his M.S. in Computer Science.

NANO is available at the Apple App Store for \$.99.

###

Visit the website below for further information, including gameplay video, screenshots, and other media assets.

Contact: Adrian Johnson

adrian@rustcycle.com

PO Box 16752

Colorado Springs CO 80935

www.rustcycle.com

©2009 Adrian Johnson / Rustcycle