

Fill More! – Legendary puzzle game for iPhone and iPad

Alois Holub presents an iPhone/iPad puzzle game **Fill More!** It is based on the concept firstly used in one of the legendary Soviet Union puzzle games – Filler. Now it is brought to your iOS device, with a huge amount of new features like on-one-device multiplayer, Game Center support, iCloud sync, detailed game customization, campaign etc.

Czech Republic – Alois Holub has recently released a new iPhone/iPad game Fill More! - a remake of the legendary puzzle game Filler. Like the famous Tetris, Filler is another brilliant game originated in the former Soviet Union.

The principle of the game is not complicated. Two opponents start at opposite sides of the game field. By changing their color they take over adjacent cells and expand their territory. Does it seem complicated? Don't worry, Fill More! is much easier to play than to explain.

In comparison with some other puzzle games available on AppStore using similar concept, Fill More! pushes the original principle far more. Some of the innovative features are:

- **Single player campaign** - 75 levels with different number of colors, game field sizes and opponents' intelligences.
- **Tournament mode with fully customizable game settings** - set your game exactly in the way you like it. Tournament mode also means that you can play several games in a row and compare your final results with other players in the leaderboard.
- **Two players on one device** - You can have the most fun with Fill More! when playing against your friends together on one device.
- **Game Center multiplayer and leaderboards** - You can play with your friends and also any other players from all over the world via Game Center.
- **iCloud sync** - Do you have iPhone and iPad? You can play when you are traveling to work on your iPhone and continue with your iPad. Your results are synchronized on all your iOS devices!
- **Support for multiple Game Center accounts** - sometimes, family members share just one iOS device. Don't worry, just switch your Game Center account and your progress is back!
- **Accessibility** - Gameplay of Fill More! depends on distinctiveness of the colors. Therefore, during testing on real players, the colors have been optimized for most common color vision deficiencies.

The author of Fill More! recollects his first encounter with the original game:

"I remember playing one of the older game clones – Filler for Windows. I loved it immediately and spent lots of time playing against my friend. Later I found some clones of it for iOS, but I was not satisfied with them. I realized that if I ever develop a mobile app, I will start with a game based on this great principle. The game is catchy especially in multiplayer – playing against your friend is just awesome. Therefore the multiplayer integration was the feature I wanted to integrate in the very first version. You can play against your friends on one

device and also via Game Center. Huge amount of work has been done on optimization of the computer intelligence. The original game was very easy to defeat with little experience. Fill More! brings three different AIs with three very different kinds of behavior."

More about the original game concept can be found here:

<http://theodor.lauppert.ws/games/filler.htm>

Supported languages:

- English

Device requirements:

- iPhone/iPad
- iOS 5 or later
- 40 MB

Pricing and Availability:

Fill More! for just US\$1.99 is available worldwide through the App Store in Puzzle Game category. Review copy is available via <http://redeemco.com/r/fill-more/>.

Links:

full version:

<https://itunes.apple.com/us/app/fill-more!/id535802617>

lite version:

<https://itunes.apple.com/us/app/fill-more!-lite/id591342388>

web:

<http://www.fillmoregame.com/>

Facebook:

<http://www.facebook.com/fillmoregame>

Release date:

To obtain users feedback as soon as possible, the Fill More! was released in early state with minimal functionality in October 2012. In January 2013, the Lite version of the game has been released and in May 2013 the game obtained its final features.

Future plans:

Most of the planed features for the iOS version have been implemented. Our future focus is to create Facebook version of the game.

About the author:

Alois Holub is an iOS enthusiastic software developer living in the Czech Republic. He loves catchy logical games, therefore he chose to develop Filler-based Fill More! game as his first serious iOS application.

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