

FOR IMMEDIATE RELEASE

Bunny Cannon Launches on the App Store. Available for iPhone, iPad and iPod touch

Sydney, Australia – December 6, 2012 - Not Doppler is pleased to announce that their latest mobile and table game, Bunny Cannon, is now available on the App Store. Their previous mobile and tablet game Earn to Die is currently ranked in the Top 5 paid charts for iPhone in over 25 countries.

ENTER THE WORLD OF A YOUNG BUNNY'S IMAGINATION

With the birth his new baby sister, a young bunny begins to question, "where do bunnies come from?" After receiving a range of creative yet inconsistent responses from adults, the young bunny is left confused, leaving his imagination to run wild...

CAN YOU CATCH ALL THE BUNNIES?

In Bunny Cannon your goal is to fill the baskets in each level with the required number of bunnies. To do this, you must launch bunnies from your cannon, whilst carefully aiming to avoid hitting any hazardous obstacles.

LAUNCH, COLLIDE AND MULTIPLY

Colliding bunnies of opposite colour will result in them popping like popcorn and multiplying into even more bunnies. Players will need to strategically aim and collide with opposite-coloured bunnies in order to fill all the baskets in each level.

90 LEVELS + MORE COMING SOON

Bunny Cannon comes packed with 90 challenging levels, and if that's not enough, even more levels are planned as free updates in the future.

AVAILABLE NOW

Bunny Cannon is now available on the App Store for iPhone and iPod touch (\$0.99), with a HD version also available for iPad (\$1.99).

Bunny Cannon: <https://itunes.apple.com/us/app/bunny-cannon/id569343897?mt=8>

Bunny Cannon HD: <https://itunes.apple.com/us/app/bunny-cannon-hd/id578578620?mt=8>

YouTube Trailer: <http://youtu.be/YQR7YdsFGGw?hd=1>

Media Kit: http://i.notdoppler.com/bunnycannon/press/bunnycannon_mediakit.zip

Game Info Page: <http://www.notdoppler.com/bunnycannon>

About Not Doppler:

Not Doppler is a Sydney-based game publisher. Since 2005, Not Doppler has become well established in the Flash gaming sector, helping fund and sponsor over 120 original Flash titles by third-party game studios. In 2012, Not Doppler made its entrance into mobile and tablet publishing with Earn to Die, so far reaching the Top 10 iPhone charts in over 30 countries.

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For any media questions or enquiries please feel free to contact us by emailing john AT notdoppler.com