

Update the Cakes or Die Trying

Mediatonic announces Must.Eat.Birds iPhone update; new content added including online high-scores, free trial to be available

27th August 2009

Mediatonic, the London-based social gaming specialist, has announced that its first iPhone game, the App Store staff favourite **Must.Eat.Birds**, is due to receive a patch. Dedicated 'Nomster-launching' players will be treated to a set of nine new missions and will be able to share high-scores online as part of the free update. Mediatonic will also be releasing a completely free trial or 'Lite' version of the game, containing three levels and one challenge mode. The patch is available today 27th August with the Lite version scheduled for release very soon.

Paul Croft, creative director, Mediatonic comments "**Must.Eat.Birds** has been a phenomenal success story for us and to celebrate we thought we should spice things up for our loyal iPhone-owning fans. We're taking advantage of the dynamic platform the App Store represents to add content free-of-charge to **Must.Eat.Birds**, and this update is just the first set of new content we're releasing."

Full details are available from the game's official website: www.musteatbirds.com

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About Mediatonic:

Mediatonic was formed in 2005 to produce high-quality browser-based social gaming solutions for clients predominately within the entertainment industries. Based in the west end of London, England, Mediatonic's team of 15 is dedicated to creating the best games they can, packing each release with passion, love and the utmost attention to detail. For more information, visit www.mediatonic.co.uk