Japster's Cavern

...Creative Innovations...

...is excited to announce the Early Access release of...

TETRALOGICAL

A completely new type of Solo or 2 to 4 player turn-based intelligent strategy game, complete with varied gameplay modes and a built-in Level Editor!

Birmingham (UK), March 12th, 2019 - TetraLogical is the Launch release from Japster's Cavern - a challenging, fun and never-before seen spin on classic turn-based puzzle/strategy board games, which can be played either relaxed or timed, in either Solo or Competitive / Versus mode (against both human, and/or a selection of challenging AI players!).

About the game: 1-4 Players take turns to try and score the highest move possible with their currently allocated Tetramino by careful placing and/or rotating on the board/layout, with any scoring tiles being removed from play. Once the current layout is exhausted, and no more moves are possible with ANY possible piece, then (if selected) the computer will initiate a one-time DOWNFALL per game, possibly freeing up a few more moves and affecting the outcome a little!

Time-limited move modes turn up the pressure for beating your opponents and getting maximum Efficiency / IQ scores, with an additional BLITZ / DEADLINE mode coming very soon! TetraLogical also features a varied and stunning soundtrack to play along to, included by kind permission of legendary artist SKAVEN / Peter Hajba!

Release Information: Currently available as Early Access on the STEAM platform, for Microsoft Windows (with Mac and Linux versions to follow shortly, and later on, iOS and Android mobile versions), but already receiving very favourable reviews from both players and curators (and video playthroughs) on Steam and Youtube, TetraLogical is frequently updated with new game modes, levels, achievements and challenges, and players are already racking up 100's of hours between them, even without the imminent online multi-player mode in place!

The game already features over 40 of the planned 400+ built-in levels, with leaderboards for each, almost 100 meaningful / challenging achievements to beat, and the ability to create (and later, download/share) up to 499 user levels (of which the best TetraLogical Community-rated ones will appear in FREE downloadable updates / DLC!)

TetraLogical can be found and downloaded from the [STEAM Store, HERE.](#) Alternatively, media and screenshots are available within the game's community pages [HERE](#).

About Japster / Japster's Cavern: I am an indie game developer just breaking into the PC, Mac and Linux gaming market, after spending time developing mobile games (Courier Chaos, Retro Snippets Challenge, etc). I have a whole headful of what I feel are some great ideas for PC games, and will be steadily releasing them once **TetraLogical** is out of Early Access, and released fully!

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