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Power Game Factory Software Updated

Lake Forest, CA -- February 20, 2009 -- Sawblade Software's **Power Game Factory** Macintosh game design software has been updated with dozens of new features and enhancements. Power Game Factory is used to design side-scrolling action games similar to many of the most highly regarded 8-bit and 16-bit console video games, but with far superior graphics and sound. Best of all, no programming is required.

The new version 1.1 offers 55 new features and enhancements, including built-in sprite painting tools, enhanced character physics, and the ability to create Universal Binary game applications that run at full speed on all Macintosh systems. And for the first time, the Power Game Factory game engine source code is being included for no additional charge, dramatically expanding game creation possibilities.

Power Game Factory applies the latest technologies to the proven 2D platformer game genre. Games made with the software combine detailed sprite graphics and lifelike physics with time-tested gameplay, making Power Game Factory the ideal system for constructing compelling, truly playable Macintosh games.

Power Game Factory is a robust game development environment: projects can range from simple to grandiose, with the capacity for hundreds of levels and hours of gameplay. Completed game projects are compiled into self-contained game applications which may be distributed royalty-free.

Available now for US$54.00, Power Game Factory is available on CD or by direct download. Both offerings feature the bundled Greenland Invasion and Zombie Holiday game projects, which demonstrate the software's impressively diverse capabilities. Thorough documentation and an included beginner's tutorial allow users to quickly become productive. Also included with Power Game Factory is a Content Library offering pre-made game objects that can be added to any project.

For more information, visit http://www.sawbladesoftware.com/powergamefactory/

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Power Game Factory screenshots are available at:
http://www.sawbladesoftware.com/sawbladesoftware/company/press/pgf-1-level.tif
http://www.sawbladesoftware.com/sawbladesoftware/company/press/pgf-2-characters.tif
http://www.sawbladesoftware.com/sawbladesoftware/company/press/pgf-3-projectiles.tif
http://www.sawbladesoftware.com/sawbladesoftware/company/press/pgf-4-tiles.tif
http://www.sawbladesoftware.com/sawbladesoftware/company/press/pgf-5-gameplay.tif

For additional details or a sample copy of the software, contact:

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