

# About Project MOS

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**Date:** 2011/09/09  
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## Contents:

Project MOS is a multiplayer space combat simulation game and tactical shooter for iPhone, iPod Touch and iPad.

The game is free with in the In-App Purchases.

The game supports battle with hundreds of players in the same scenario, divided into two factions.

The main goal is to destroy enemy Carriers and defend yours.

## App main features:

Project MOS is the first iPhone game that allows you to play in vast battlegrounds with hundreds of players divided into two factions.

Players have to cooperate in order to destroy enemy carriers and protect theirs.

The game features realistic physics, as the old school Asteroids did, with a plus of a 3D experience and quotations from cult space games. Its intuitive easy-to-play combat system is especially designed for iPhone users.

## Features:

- Free to play.
- Real time multiplayer cooperative gameplay.
- Epic battles with hundreds of players.
- 3D graphics featuring realistic physics.
- Five unique spaceships to choose from.
- Long-haul combat system.
- Players fight together and against the NPC drones.
- Internet connection required.

## How to play:

Hold and move your fingers onto the screen to move the camera.  
You can change direction by double tapping on the screen.  
Tap on "booster" to boost engine.  
Tap on "enemy targets"; if the counter reaches "zero" the enemy ship is destroyed.  
Tap on "enemy lock" before they become red.  
Find and destroy enemy Carriers (circled in red).  
Supportships are special ships able to remove enemy locks from ally ships.

## Tecnology:

Project MOS is based on the iSGL3D open source game engine.  
Cloud-hosted broadcasting service powered by PubNub.  
The game is compatible with iPhone, iPod touch, and iPad.  
It requires iOS 3.2 or later.

## Release Date:

Launch:		Jul 2, 2011	
Update:	1.0.1	Jul 12, 2011	
Update:	1.1	Aug 4, 2011	Bots introduced

## Upcoming updates and Pre-purchase:

Project MOS does not include all the features of the final release.  
The full game will be available for purchase for \$3.99 within the next update.  
Pre-purchasing during development is possible for just \$2.99.

## About Developer:

Torbak Games is a small independent developer team consisting of a programmer and a graphic designer, both having been Ubisoft employees. Michele Agosteo is now coming to iPhone games after having worked on game concepts for the last five years.

## Contact:

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