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[Spore Dated for iPhone](#)

The first 3rd party iPhone game to arrive in September

Those of you who've watched the QuickTime stream, or the downloadable [iTunes version](#) of the [iPhone Software Roadmap event](#), should know that one of the first third party games to hit the iPhone is EA's "God game" Spore. Well, as EA themselves have confirmed, [Spore](#) will actually be the first of third party titles to hit the iPhone. The handheld version of the game is due out this September. Following EA's showcasing a demo of this game "[they] have in production called Spore," Engadget.com soon managed to get more details about the game, such as its official launch date and that more "awesome games" games are to be announced by the giant publisher and developer of video games. According to World of Apple, EA has indeed confirmed to the tech site that Will Right's "God game" will be "the first 3rd party game on the iPhone." However, it won't be available until September, which means that September is the soonest you'll be able to download purchasable third party games. The renowned publisher has also confirmed that "other games in early stages of development" and that it was "actively using the new iPhone SDK to develop games for the iPhone OS." "The animation technology in the iPhone OS enables us to build awesome games," said John Riccitiello, CEO of Electronic Arts. "I think iPhone consumers are going to be blown away by the games we create for this platform." Don't be fooled by what you've seen during the iPhone Software Roadmap event, as far as Spore is concerned. Developers worked quite some magic with that SDK in just two weeks, but remember, it was all for the presentation. The game still has a lot of procedures to undergo, all this while developers are continuously learning new ways to make better use of the kit from Apple. Spore is a "teleological evolution" game, "God game" genre to be precise, where the player's task is to mold and guide a species across many generations, growing it from a single-celled organism into a more complex being. Eventually, the species becomes sapient at which point the player sets the rules of that species' society. The goal is to progress the living being (intelligent at this point) towards space-exploration.