



**indiePub announces  
Hungry Gows now available  
for iPhone and iPad**

Thwart the ravenous efforts of cute and cranky creatures in this uniquely inverted take on popular puzzle gameplay.

**CINCINNATI, OHIO (USA) – MARCH 7, 2013** – indiePub is excited to announce ***Hungry Gows*** is now available for iOS (iPhone, iPod Touch and iPad) through iTunes.

Created by indie developers Team-Iso and developed by indiePub, ***Hungry Gows*** features adorable creatures hell-bent on devouring the cities of Loomville, Mootown and Acecity.

Using well-timed taps you destroy Gows and create cascading carnage to clear each level using the least number of moves possible.

Each type of Gow interacts with the environment in a unique way with multiple solutions for each of ***Hungry Gows***' 60 puzzles, offering extra replayability to an already addictive game.

"***Hungry Gows*** is about killing a bunch of little monsters called Gows to solve puzzles and save neighboring villages from being devoured," said Team-iso's Roger Valdeperas. "We are lucky to have IndiePub as the game's publisher to take a project we started as a humble game and release it. We know everyone will find ***Hungry Gows*** as funny and engaging as we do."

***Hungry Gows***' features include:

- Sixty unique levels set in three imaginative cities: Loomville, Mootown and Acecity.
- Get your face on a Gow and in the game using the Hungry Gows Facemaker feature.
- Eight Gows with unique appearances and attributes:
  - **Stanly** - The sensitive blue Stanly Gows freak out and burst with a single tap.
  - **Toughy** - The purple Toughy Gows cannot be easily taken out with a tap so you must find a more creative way to smash them.
  - **Killer** - The grouchy red Killer Gows take out other Gows with their spikes.
  - **Sticky** - Green Sticky Gows avoid water which has made them grimy, allowing them to stick to nearby objects.
  - **The Twins** - The yellow Twin Gows believe in strength in numbers so, when you take out one, the rest soon follow.
  - **Nanny** - The orange Nanny Gows care so much they will form a link with any orphaned Gow that comes close.
  - **Balloony** - The pink Balloony Gows are filled with strange gases that make them loony and allows them to float up as high as they can when set free.
  - **BlackBall** - The black BlackBall Gows are mystically stubborn and demand to be the last Gow destroyed.
- Twenty-five Achievements to unlock.
- Original music by international sound engineer Lynn Standafer (a.k.a. Enduser).

***Hungry Gows*** is available free via iTunes for iPhone, iPod Touch and iPad. Also look for a new world in the coming weeks.

For more information about ***Hungry Gows***, become a [\*\*\*Hungry Gows\*\*\* fan on Facebook](#).

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\*\* Review codes are available to reviewing press as available.

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#### **About indiePub**

indiePub ([indiePub.com](http://indiePub.com)) is a developer, publisher and distributor of independently created video games for various platforms including game consoles, handheld game systems, mobile devices and tablets. indiePub's elite indie



game lineup includes *Kona's Crate*, *Vessel*, *Storm*, *Capsized+*, *Pictago*, *Hungry Gows* and several yet-to-be announced games.

**About Team-Iso**

Award-winning Team-Iso ([team-iso.com](http://team-iso.com)) is a group of five students from Catalonia, Spain, with the goal of crafting awesome games. *Hungry Gows* is Team-iso's second game and its first game published by indiePub.

**About Lynn Standafer**

Lynn Standafer, better known as Enduser ([sonicterror.net](http://sonicterror.net)), is an active and highly praised breakcore producer, releasing EPs and albums as well as constantly touring the world.

**SOURCE:** indiePub

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<https://itunes.apple.com/app/hungry-gows/id482597071>

**FACEBOOK PAGE:**

<https://www.facebook.com/HungryGows>

**MEDIA ASSETS:**

<http://www.indiepubgames.com/media.php>