

**Issued By:**

Indie Developer Consulting

**Representing:**

Coatsink Software

**PRESS ANNOUNCEMENT**

**JUNE 2010**

www.indiedeveloperconsulting.com

press@indiedeveloperconsulting.com

## **Have You Tried To “Pinch” Your Apple iPhone™ Or Apple iPod touch® ??**

“Pinch” Puzzler Goes Bigger, Better & Lite!

“Pinch”, the insanely addicting puzzle game recently made available on the App Store by the dynamic duo of Tom Beardsmore & Paul Crabb partnering as Coatsink Software has been updated and expanded! Version 1.1 features 12 more levels on top of the original 48; a “rate” button has been added to the Extras Page; new music has been implemented, and each level now clearly displays name and number. Other enhancements are shortened loading time, improved responsiveness, and the addition of separate leaderboards for each level.

If this is your first encounter with Pinch there are a few things you should know: Your task is to take control of the Norbs, best described as tiny nanobots on a mission to conquering the mazes and puzzles which make up their world. The Norbs can change in size and color by separating apart and merging with one another. Pinch is incredibly challenging but perseverance, practice and skills will eventually make you an expert “pincher”.

In addition to the wealth of new features and goodies in the full version of Pinch, Coatsink Software has just made available a Lite version as a free download featuring 16 levels, giving everyone an opportunity to try-out and enjoy this title.

Pinch – App Store Link

<http://itunes.apple.com/us/app/pinch/id351331177?mt=8>

Pinch (Lite) – App Store Link

<http://itunes.apple.com/us/app/pinch-lite/id375165252?mt=8>

Visit [www.coatsink.com](http://www.coatsink.com) for additional information about Pinch & Coatsink Software. You will also find screenshots, game-play videos and tutorials online. Journalists interested in a promo code should contact [press@indiedeveloperconsulting.com](mailto:press@indiedeveloperconsulting.com)