

***Pickpawcket* Breaks into the iOS App Store**

Retrieve Stolen Art in the Purrfect Heist

QUEBEC – August 11, 2011 – Loopycube, the studio behind *Go Native!*, let the cat out of the bag today with its release of *Pickpawcket*, an exciting new action-puzzle app for iOS. This time the dogs have gone too far, stealing all of the cat art and displaying it in their museums! Guide *Pickpawcket*, the world's stealthiest cat burglar, as he outwits dog guards to retrieve the stolen art. Distract the guards at the Doggenheim with disguises, TVs, and wind-up squirrels before sneaking past them to collect one of 60 professionally drawn cat paintings at the end of each level.

Your score is based on how quickly each level is completed, the items used, and number of bonus gems collected. Complete levels faster and use fewer distractions to boost your score and make the dogs barking mad. From the easiest beginning puzzles to the tricky final heists, saving great works like the "Cata Lisa" requires sharp wits and quick fingers.

"We were interested in creating an addictive and fun game that not only entertained but tested the mind through the use of puzzles," explains Adrian Clermont of Loopycube. "With interesting, intuitive game play mechanics and exquisitely designed "cat versions" of classic art- *Pickpawcket* will amuse players of every age. It would be cat-astrophic to pass on this new game."

Pickpawcket, the ultimate line-of-sight puzzle game, features:

- 60 fun levels with more to come
- 60 delightful paintings to steal
- 10 skills and obstacles to ace
- 7 fun and sneaky songs
- 30 Game Center achievements
- Works in HD on both iPhone and iPad
- Online leaderboards for each museum
- Fun for all ages and skill levels
- Available on the App store for only \$.99

Click [here](#) to be the first to get your paws on *Pickpawcket*.

View the trailer [here](#).

The press kit is available [here](#).

About Loopycube

Loopycube is an independent game developer based in Quebec dedicated to building games for the iOS platform. The goal of the company's founders is to bring incredible games directly to the public. Their first game release, *Go Native!* raised the bar for massively multiplayer games on the iPhone and iPod Touch. Get more information at www.loopycube.com

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