

FOR IMMEDIATE RELEASE

CrowdCafé Announces Availability of its Highly Addictive Casual Game *BubbleHead* for the iPhone™ and iPod® Touch

TWAIN HARTE, CA – April 28, 2009 – CrowdCafé, an independent developer of direct-to-consumer games for mobile platforms, announced today that its highly anticipated title ***BubbleHead*** is now available for the Apple® iPhone™ and iPod® touch. Priced at only \$1.99, this addictive cartoon flyer/puzzler is sure to be an App Store favorite.

BubbleHead, which is CrowdCafé's debut title, is the ultimate cartoon flyer/puzzler game, and is casual gaming at its finest! Players can speed their way in "Arcade" game mode through five different planets with 25 carefully built levels featuring hundreds of crisp, painstakingly drawn obstacles. Or they can take part in the worldwide competition in "Random" game mode, with unique level structures whipped up fresh each time players start the game.

"BubbleHead is definitely a game that actually anyone can play," said CrowdCafé's co-founder Michal Sedlak. "The intuitive controls and simplified interface allows for a quick learning curve. And the vivid cartoon style graphics, combined with an addictive challenge and reward scheme, keeps players focused and coming back for more."

In ***BubbleHead***, the goal is simple; players tap the screen and tilt their device, all in an effort to help their character avoid obstacles and collect the highly coveted golden stars. Only the quick and the cunning will make it through to the finish line and on to the next challenge. Strategy is the key to success, so players should plan their taps and tilts carefully. To tap, or to tilt: now that is the question!

BubbleHead is suitable for all ages, and features: hundreds of levels; stunning hand drawn graphics; attention grabbing sounds; adjustable control sensitivity; worldwide leader board; and multiple game modes.

For more information, please visit: www.crowdcafe.com. To purchase ***BubbleHead***, please visit the App Store at: [App Store NOW!](#)

Additional titles by CrowdCafé will be available on the App Store soon.

###

About CrowdCafé:

Founded in 2008 in Czech Republic – Central Europe, CrowdCafé is a progressive studio specializing in the design, development and deployment of compelling mobile games.

With a track record of working on innovative digital media products, the team at CrowdCafé is now leading the way in the direct-to-consumer games space for mobile platforms. Whether it's a casual or hardcore title, CrowdCafé works to deliver the games that gamers love to play.

MEDIA CONTACTS:

Brian Fitzgerald

Reverb Communications

209.586.1495 x114

Brian@reverbinc.com