



HeadcaseGames.com releases *180*

Independent studio's sophomore release for iPhone and iPod Touch

Los Angeles, CA, May 18, 2010 – Headcase Games (www.headcaseGames.com) is pleased to announce the release of *180* and *180 Free*, their new iPhone and iPod Touch apps, now available for download in the iTunes App Store.

180 is an addictive match-3 action puzzle game. It recalls the simple, classic gameplay of titles such as *Tetris* and *Bejeweled* while utilizing a fresh flipping mechanic.

In typical match-3 fashion, the player must prevent the screen from filling up with gamepieces by shooting to connect 3 or more of a matching color. Unique is the player's ability to touch any game piece on the playfield and flip it over 180 degrees; each piece has a different color on either side. Once mastered, players can quickly flip and shoot to create complex chains and combos.

Secret bonuses, multiple gameplay modes, lively characters, and online OpenFeint leaderboards and achievements all add up to create an engaging gameplay experience that's basic enough for casual players to learn easily, yet deep enough for hardcore players to become addicted to.

Additionally, Headcase Games will be holding a promotional contest: the first player to clear all 27 of the full game's achievements will be eligible to win their choice of an Xbox 360, PlayStation 3, or iPad device.

For more information please refer to the website www.whatis180.com

About Headcase Games

Headcase Games is an independent developer whose members' previous credits include the *Tony Hawk's Pro Skater* series, *Neverwinter Nights 2*, *Alpha Protocol*, *Heroes of Might and Magic IV*, *Caesar III*, *Knights of the Old Republic II*, and several others.

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