

## **Rustle Works announces the release of A Numbers Game.**

### **Indie duo's first release is an iOS puzzler with an interactive musical score.**

January 19, 2015 -- Independent developers' studio Rustle Works is excited to announce the release of A Numbers Game for iPhone and iPad, now available on the App Store. A Numbers Game is a deceptively simple yet fiendishly absorbing puzzle game. Players tap on numbered tokens to send them on to the board, building horizontal and vertical rows of the same number. They can score a row of four tokens with the tap of a finger, or risk building longer chains to multiply the point value -- but they can't let the board fill up. Three modes, each with special features and tokens, keep the game interesting for players of different ages and skill levels.

Unique sound effects and an interactive musical score enhance the experience. The music in the game responds to players' moves and evolves as the game progresses. Every time you play A Numbers Game, you create an improvised musical performance.

### **About the Developers**

Formed as a partnership between musician/developer Damon Holzborn and writer/filmmaker Betsy Nagler, Rustle Works makes iOS games for creative people. Having come to app development from 25-year careers as artists in other fields (making them old...but interesting!), Holzborn and Nagler are interested in making collaboration and creativity two essential elements of their projects. Rustle Works is currently developing several games for launch in 2015. A Numbers Game is their first release.

Watch the game trailer: <http://vimeo.com/user36615942/anumbersgame>

On the App Store: <https://itunes.apple.com/us/app/a-numbers-game/id668705169>

At our website: <http://rustleworks.com/anumbersgame>

Twitter: Betsy - [@BigWaah](https://twitter.com/BigWaah) Damon - [@cnco](https://twitter.com/cnco)

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