

## **Pega-Pega's update is not an update, it is an upgrade!**

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Indie developer Sergio Kuo is pleased to announce that Pega-Pega 1.1 update for iOS has been approved for release in all regions. The update contains the integration of Apple's popular Game Center. Run and catch the angry flies within 60 seconds. Ahh! but it's not easy as it seems, the flies use help of bubbles which protect them but no worries collect green pills to boost and keep running to catch them. The accelerometer control is intuitive and easy to use.

Munich, Germany - Indie developer Sergio Kuo is pleased to announce that Pega-Pega's update (version 1.1) for iOS has been approved for release in all regions.

Aim of the game Pega-Pega is to run and catch the flies within 60 seconds. Ahh! but it's not easy as it seems the flies use help of bubbles which protect them but no worries collect green pills to boost and keep running to catch them.

The accelerometer control is intuitive and easy to use and turn your iPhone into a lovely toy for you and for your kids. During the development of the game my daughter and my son didn't stop asking me how long it would take to release the game. They wanted to show their friends, how good they are in catching all the flies. The game play implies never ending level and challenge player to make high score.

The update contains the integration of Apple's popular Game Center. It is finally possible to see all the highscore of your friends and challenge them for a good pega-pega-session.

### Device Requirements:

- \* iPhone or iPod touch
- \* Requires iOS 5.1 for later
- \* Universal app optimized for display on all iOS devices
- \* 20,5 MB

### Pricing and Available:

Pega-Pega 1.1, \$0.99 USD (or equivalent amount in other currencies), is available worldwide exclusively through the App Store in the Games category. Review copies are available upon request.

### Pega-Pega 1.1:

<http://www.tippen-portal.de/pega-pega/>

### Pega-Pega on App Store:

<https://itunes.apple.com/app/pega-pega/id621095809>

### Screenshot 1:

<http://a1988.phobos.apple.com/us/r1000/097/Purple/v4/de/7b/14/de7b143c-b8db-99cc-24ad-8655806c10d7/mzl.emtrqvx.320x480-75.jpg>

### Screenshot 2:

<http://a777.phobos.apple.com/us/r1000/086/Purple2/v4/82/a1/bf/82a1bfaa-4a8d-cc5e-55de-b690d2a437c6/mzl.uuzyxyi.320x480-75.jpg>

### App Icon:

<http://a4.mzstatic.com/us/r1000/063/Purple/v4/eb/60/a3/eb60a398-e838-1bdf-e90f-e5f3602bd7ca/mzl.czniqyhl.175x175-75.jpg>

Indie developer Sergio Kuo is a passionate game developer and lives in the beautiful

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Link To Article: <https://prmac.com/release-id-58141.htm>

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