

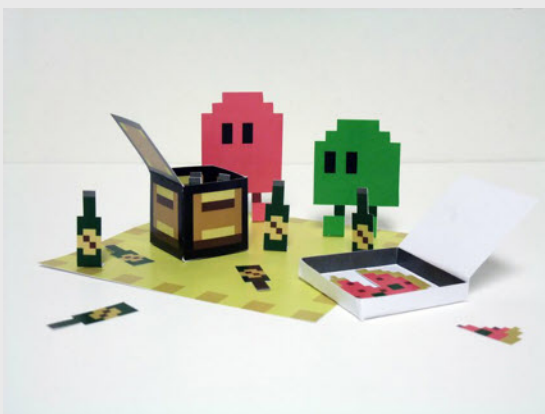


Codeglue 10 years!

We are so busy with cool projects lately, that we almost forgot that this year was Codeglue's 10 year anniversary. So last week we threw a small party for this reason. We think it was really cool and would like to thank everybody for their presence and their gifts! And we have a present for you as well. From now on [Hydrotilt](#) for your iPhone is free of charge! Go get it [here](#).

Codeglue opens store in Playstation Home

Last month Codeglue opened its own store within Playstation Home: **The Cardboard Cartel**. This is the place where Codeglue will sell its coolest virtual goods for Playstation Home. The artwork at the entrance of our store was made by Rotterdam based artist [Elco van de Berg](#), to whom we owe a big thank you! The store is still a bit empty, but watch it closely because we will be releasing some funny Christmas stuff in the next couple of days! P.S. Playstation Home now houses 17 million users, so we are glad to have opened our own store in this online virtual world!



Rocket Riot and ibb & obb

It has been almost two months now since [Rocket Riot](#) for Windows Phone 7 was released. The reviews are great so far! We score an average user rating of 8.8! Thank you so much! The game also won a bronze award recently on Pocket Gamer! More thanks! And coolest of all, Blockbeard had made his debut on American television! Can you spot our game :) ? [ibb & obb](#), the new game we are working on with [Sparpweed](#) is also coming along nicely. It's running on PC as well as Playstation 3 now. The first enemies are making an appearance as we speak! You can follow the progress we make on this sweet game on [Facebook!](#)



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