PERTH, Western Australia – July 18 2013 –

GNOMIC STUDIOS touches down in Melbourne this weekend, allocated one of only twenty sponsored indie booths at Australia’s inaugural Penny Arcade Expo (PAX) 2013.

The Perth-based developers will showcase their comic arena shooter *Square Off* at the sold-out PAX convention. Nominated this month for a WA Screen Award in the ‘Best Game’ category for 2013, the Windows Phone version of *Square Off* has just reached 1 million downloads.

*Square Off* was originally released for Xbox Live Indie Games in 2009, when it was selected as one of Dream.Build.Play’s Top 20 games. It will be exhibited at PAX running on Windows Phone as well as on the recently launched OUYA console, which Gnomic Studios backed via Kickstarter in 2012.

In addition to exhibiting *Square Off*, lead developer Aranda Morrison says Gnomic Studios will unveil a pre-alpha build of the game’s much anticipated follow-up, *Square Heroes*.

‘*Square Heroes* will feature online networking capabilities, as requested by *Square Off* fans, as well as a more compelling narrative and, eventually, several new weapons,’ Morrison said. ‘Expect some surprises.’

The 34-year-old designer says Gnomic Studios is excited to be participating in PAX, a games convention that started in Washington in 2004 before expanding to other US cities in 2010: ‘Melbourne is the first city outside of the US to host a PAX convention, and it’s great to be part of that.’

According to the PAX website, ‘the shows in Seattle and Boston represent the two largest gaming events in North America, and for the first time PAX is expanding internationally for its inaugural Australian show!’

Morrison says Gnomic Studios used the crossplatform open-source MonoGame framework for their ports. ‘MonoGame is a rapidly evolving product and looks set to replace Microsoft’s XNA on future Microsoft platforms,’ he said. ‘Using an open-source framework was a risk, but MonoGame has been amazing. It’s allowed us to reuse our Xbox and Windows Phone code to successfully port to the OUYA console as well as a large range of iOS and Android devices. I’ve joined the MonoGame development team and it’s been nice to contribute some improvements back to the community during the development process.’

Android and iOS versions of *Square Off* will be released later in 2013, while Gnomic Studios aims to release *Square Heroes* in early 2014.

For more information, contact Gnomic Studios at admin@gnomicstudios.com, and subscribe to the Gnomic Studios mailing list at <http://www.gnomicstudios.com/squareoff/sosubscribe.html>.