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| iR Fact sheet **Developer**:  Imaginary Root Studio LLC  **Location**  Pittsburgh, USA  **Website**:  [imaginarystudio.com](http://www.imaginarystudio.com)  **Press/Business Contact:**  wpb@imaginaryrootstudio.com  **Social**:  [twitter.com/irootstudio](http://www.twitter.com/irootstudio)  **Releases**:  Squared2  SquaredHD  Color Me Crazy  Catch the Doodle  Hashtagger  Counter 123 | |  | | --- | | imaginary root studio llcGaming on the Go, WIth Friends |  Description Imaginary Root Studio LLC is an indie game studio that develops iOS games. Our games use mechanics naturally suited to touch screens, beautiful graphics, and rich feature sets to enhance the game cycle.  One of the studio’s specialties is multiplayer, real-time, networked games. The studio used techniques to minimize latency inherent in networked games, yielding highly responsive mechanics. History Imaginary Root Studio LLC was founded in by Dr. William Birmingham. While working as a CS professor at college in the Pittsburgh, PA, region, The studio developed a simple app to help umpires count strikes, balls, and outs. This app was released as *Counter 123*. Then, the studio created iPhone and iPad apps—*Hashtagger* and *Hashtagger for iPad—* that generate random, whimsical hashtags for Twitter. From there the studio create mobile games including: *Squared, Catch the Doodle, and Color Me Crazy*. *Catch the Doodle* [[1]](#footnote-1)was a multiplayer game. NEWs Imaginary Root Studio LLC recently collaborated with Punchline Gaming Studio LLC to bring *SquaredHD* to the iPhone as [*Squared2*](https://goo.gl/EodX1L). Squared2 is a delightful, fast-paced, beautiful game. The core mechanic is moving the player’s square around the screen to avoid enemy squares. Squared2 presents the player with multiple enemy attack styles and powerups to regen health or clear the screen.  The studios plan on porting the *Squared2* to tvOS, Android, PC, and Mac platforms.  In addition, a multiplayer version of Squared is underdevelopment. contact For general information about the Studio and its games and app, please contact us at the following:  [irootstudio on Twitter](https://twitter.com/irootstudio)  [wpb@imaginaryrootstudio.com](mailto:wpb@imaginaryrootstudio.com?subject=Query%20about%20Imaginary%20Root%20Studio) For reviewer Game Codes Please provide press credentials to [Support](mailto:support@imaginaryrootstudio.com?subject=Press%20creds%20for%20game%20review) to gain access code, additional information, and to schedule interviews. |

1. Catch the Doodle is no longer available for download. [↑](#footnote-ref-1)