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CatHotel conquers App Stores

Endearing cat simulator by it Matters Games and Tivola moves into top 10 iPad download charts in many countries on first weekend

Berlin / Hamburg, January 20, 2016: The release of the animal simulator **CatHotel** has proven to be a big success for German developers it Matters Games and their publisher Tivola: since the global release on January 14th the game has been downloaded more than 700,000 times from the app stores. This makes **CatHotel** one of the biggest new releases in 2016. The game became #1 in the Russian iPad download charts on its first weekend and made it into the top 10 for most popular iPad apps in 36 countries, including the US, France and Brazil.

In **CatHotel**, which is available free of charge with in-app purchases, the players become managers of a cozy cat b&b and have to make sure that their little guests are having the time of their lives. They are in charge of feeding them, care for their fur and keep them fit with the help of a laser pointer.

User reviews show that the game is doing very well with the fans, proven by a very positive ranking of 4.5 stars on average in both the Google Play and the iTunes store. Gamers praise the game for its polished, realistic graphics and diverse gameplay.

The teams responsible for the endearing cat simulator are Berlin developer it Matters Games (iMG) and Hamburg-based publisher Tivola GmbH. Both companies have been working together successfully for two years and managed to repeat the success of the game's predecessor, DogHotel. The game about cute dogs, which was published in February 2014 achieved more than 6 million downloads in less than a year.

In addition to DogHotel and CatHotel, it Matters Games and Tivola are already working on a new project which will be published in 2016 as well. Jens Kortboyer, founder and CEO of iMG is already looking forward to their next game: "Tivola is a fantastic partner with whom we have already been partnering for quite some time. Now that our cats have found a nice home, we're excited to be working on our next, top secret project which we will announce soon."

CatHotel is available free of charge here:

Google: <https://play.google.com/store/apps/details?id=com.tivola.cathotel>

Apple: <https://itunes.apple.com/app/id993605516>

Amazon: <http://www.amazon.com/dp/B015E3IWU2>

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About Tivola:

Tivola is a German publisher of apps and games for families. The portfolio includes learning programs for pre-school and school, animal simulations, but also games, in which the fun is the center of attention. All our products are united by the will to offer families age-appropriate and intelligent entertainment – with topics that both delight and engage them.

More information about Tivola: <http://www.tivola-mobile.com/en/>

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About it Matters Games:

it Matters Games is an independent development studio for digital entertainment software which is specializing in family-friendly games for mobile platforms and PC. Their mission is to create games that convey real-world circumstances in a playful way. The company, which was founded in Berlin in 2011 by Jens Kortboyer and Hendrik Lesser employs 12 team members and is part of the developer network remote control productions.

it Matters Games is a highly motivated team of experienced industry veterans. The company has become a strong multi-project developer with a clear focus on dedicated customer service. In addition to the development of own IP, iMG offers services starting from conceptual design, to outsourcing and full game production for PC, Mac, iOS and Android.

More information about it Matters Games: <http://www.itmattersgames.com/>

it Matters Games is part of the developer family remote control productions. More information about remote control productions: <http://www.r-control.de>

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About remote control productions:

remote control productions (rcp) is an independent production house focusing on development and production of games and gaming applications and leads Europe's major developer family. Since 2005 the Munich-based company is supporting, financing and coaching startups and development studios. rcp is also participating in projects in the areas of serious games, gamification, conferences, education and lobbying. rcp has partnered up with and become co-owners of multiple development studios; the ever-expanding network consists of a dozen studios with different fields of expertise like mobile games, browser games, serious games or gamification applications. Thanks to the internal network and additional partners nationally and internationally, rcp has established itself as a credible, efficient and reliable production partner on more than 50 projects for PC, mobile, browser and console. Our work for hire, publishing and licensing partners include Rovio Entertainment, Deep Silver/Fishlabs, Ubisoft, ProSiebenSat.1 Games, Tivola, Ravensburger Digital, Deutsche Telekom, Gamevil, RNTS Media, Chillingo, Volkswagen, spilgames, DeNA, Bigpoint, Intel, Audi and many more.