

Gumball Downhill – Press Release

FOR IMMEDIATE RELEASE

Indie Developer Big Monk Games Launches “Gumball Downhill,” a Physics-Driven Mobile Racer Where Momentum Is Everything

Upstate New York — Independent developer Michael Cozzolino, founder of Big Monk Games, announces the release of Gumball Downhill, a fast, physics-driven racing game now available on the iOS App Store. Players guide a sticky, evolving gumball down increasingly dangerous slopes, dodging hazards, collecting debris, and fighting to stay in control as speed and size ramp up.

In Gumball Downhill, every item collected sticks to the surface of your gumball, increasing its size, weight, and destructive power. What begins as a tiny gumdrop quickly becomes a chaotic rolling sphere that can crush barriers, bounce off obstacles, and spiral out of control if players are not careful.

Players tilt their device to steer and tap to activate a burst of speed. An interactive tutorial helps new players learn the basics in seconds, while advanced runs demand tight control, quick reactions, and smart risk-taking.

Skillful play is rewarded through a Combo Multiplier: chaining item pickups builds powerful speed surges and enables record-breaking runs. Competitive players can chase Device Records on their own hardware or aim for purple-medal Global Records on online leaderboards.

Key Features

- Physics-Driven Racing – Guide an ever-growing gumball as it gains momentum, bounces off obstacles, and becomes harder to control.
- Four Unique Worlds – Race through Gumball Hill’s sunny streets, Midnight Run’s rain-soaked roads, Sunset Strip’s dusty desert, and Snowy Peak’s icy slopes.
- Dynamic Weather Effects – Each course features unique atmospheric effects including rain, snowfall, dust, and drifting autumn leaves.
- Global and Device Leaderboards – Compete with players worldwide or focus on beating your personal bests, earning gold and purple medals for top performances.
- Built-In Screen Recording – Record your runs directly via ReplayKit and share your best moments with friends or social followers.
- Shareable Score Cards – Generate custom results and direct links to challenge others to beat your time.
- Unlockable Skins – Customize your gumball with playful visual skins, including the Beach Ball, 8-Ball, Watermelon, Yeti Snowball, and the legendary Golden Globe.
- Premium Upgrade – Play for free or upgrade to unlock all courses, remove ads, and access exclusive skins.

“Gumball Downhill is all about mastering momentum,” said developer Michael Cozzolino. “I wanted a game that feels great the first time you tilt to steer, but still keeps you coming back to shave a fraction of a second off your best time. The bigger your gumball gets, the more the physics take over, and that tension is where the fun lives.”

Availability

Gumball Downhill is available now on the iOS App Store.

App Store: [App Store URL – replace with live link] Gameplay video:
<https://youtu.be/nTIEpkDxoz4>

Press Contact Big Monk Games Email: [support\[AT\]bigmonkgames.com](mailto:support@bigmonkgames.com)

About Big Monk Games

Big Monk Games is the indie studio of developer and designer Michael Cozzolino, based in upstate New York. Since 2009, Cozzolino has been creating approachable, engaging games and apps across platforms, focusing on playful mechanics, clean visuals, and satisfying moment-to-moment gameplay. Previous projects include titles such as Mirror Realms, TNT Fred, and interactive apps including pet-focused experiences like Cat Games. Big Monk Games is built on a simple belief: great games do not require huge teams, just clear ideas, thoughtful design, and a love of play.

Short Media Release

FOR IMMEDIATE RELEASE

Big Monk Games Releases “Gumball Downhill” on iOS

Upstate New York — Big Monk Games has launched Gumball Downhill, a fast, physics-driven racer for iOS where players guide a sticky gumball down dangerous slopes, collecting debris to grow larger and faster while trying not to lose control.

Featuring tilt steering, tap-to-boost controls, four unique worlds, dynamic weather effects, skill-based Combo Multipliers, and both global and device leaderboards, Gumball Downhill is built for players who enjoy chasing high scores and shaving seconds off their best runs.

The game includes built-in ReplayKit recording, shareable score cards, and unlockable cosmetic skins such as the Beach Ball, 8-Ball, Watermelon, Yeti Snowball, and Golden Globe. A premium upgrade removes ads and instantly unlocks all courses and exclusive skins.

App Store: [App Store URL – replace with live link] Gameplay video:
<https://youtu.be/nTIEpkDxoz4> Press contact: support[AT]bigmonkgames.com

Press Kit Overview

Gumball Downhill – Press Kit Overview

Title: Gumball Downhill Developer: Big Monk Games (Michael Cozzolino) Platform: iOS Genre: Casual Racing / Physics / Arcade Business Model: Free-to-play with optional premium upgrade Release: 2025 App Store: [App Store URL – replace with live link] Gameplay video: <https://youtu.be/nTIEpkDxoz4> Contact: support[AT]bigmonkgames.com

Elevator Pitch Gumball Downhill is a physics-driven racer where you guide a sticky, ever-growing gumball down dangerous slopes. Collect items to grow, chain pickups to build Combo Multipliers, and fight to keep control as speed and chaos increase.

Key Features • Physics-based rolling and momentum • Tilt-to-steer and tap-to-boost controls • Four handcrafted worlds with unique weather • Global and device leaderboards with medals • Built-in ReplayKit screen recording • Shareable score cards and challenge links • Unlockable cosmetic skins • Premium upgrade to remove ads and unlock all content

Visual Style Gumball Downhill features a bright, cartoony aesthetic with a giant rolling pink gumball that accumulates trash, coins, and debris as it speeds downhill. The UI and menus are clean and playful, putting accessibility and readability first.

Developer Bio

About Big Monk Games

I'm Michael Cozzolino, the founder, lead programmer, and designer behind Big Monk Games — a solo-driven game and app development studio based in upstate New York.

Since founding Big Monk Games in July 2009 in Cohoes, New York, I've been on a mission to create fun, accessible, and engaging experiences for players of all ages. I specialize in casual games and apps — from iOS to PC — combining simple controls, enjoyable gameplay, and a touch of creativity.

Some of the projects I've released over the years include titles like Mirror Realms, TNT Fred, and various interactive apps including pet-friendly games like Cat Games. Whether I'm building a reflex-based arcade game, experimenting with novel game mechanics, or designing simple yet entertaining experiences, I bring passion, dedication, and indie spirit to every project.

At Big Monk Games, I believe great games do not require huge budgets or big teams — what matters is a clear idea, thoughtful design, and a love for play.

If you are curious about my latest work or want to collaborate, you are always welcome to reach out at [support\[AT\]bigmonkgames.com](mailto:support@bigmonkgames.com).