



***Escape the Void* now available on the Apple AppStore for iPhone and iPad**

Berlin, June 15th 2015 - *Escape the Void* is a minimalistic new endless-flyer. Players must navigate past fast approaching barriers by rotating and tilting their device, thus both requiring fast reactions and sensitiveness.



In most games, players navigate by tapping their fingers on the device. *Escape the Void* instead makes use of the device's tilting sensors for navigation: Set in a minimalistically designed world, players pilot a tiny spacecraft through fast approaching barriers and obstacles. As the spacecraft's speed increases, players have to react faster and faster. At the same time, players' ability to subtly manipulate their device is tested – too fast or strong movements will result in a crash! Players can collect bonuses in order to slow down the pace of the game (for a short while), to get farther or to increase their score. In order to keep things interesting, there are five game modes, different Game Center Leaderboards and many Game Center Achievements. Plans for future updates include new game modes (e.g. a time trial mode in which players should try to go as far as possible in a given time), extra lives and new bonuses that help to get farther.

Escape the Void which is optimized for all display sizes is now available worldwide. The price in the US is \$0.99 (priced accordingly in other regions). *Escape the Void* requires iOS 8.0 or newer and can be played on iPhone 4S, iPad 2 or newer devices.

Please visit <http://escape-the-void.com> for more information, screenshots and a game video.

Escape the Void is the first App by Patrik Budenz, an indie-software developer from Berlin, Germany.

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If you like further information on *Escape the Void*, please contact:

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Download links: <https://itunes.apple.com/us/app/escape-the-void/id965020184>