FOR IMMEDIATE RELEASE

**Extreme Physics Grappler Hang Line Swings Onto iOS, Android Jan. 16**

**BEIJING – Jan 8, 2019 -** [*Hang Line*](http://www.hanglinegame.com/), the ultimate extreme physics action climber by 17-year industry veteran [Ed Kay](https://twitter.com/edform) and leading global games publisher [Yodo1](https://www.yodo1.com/), will rappel onto the iOS App Store and Google Play on Jan. 16, 2019, and is available for pre-order now on iOS.

Ed Kay has worked for companies including Epic Games and LucasArts and held lead designer positions on games including *Call of Cthulhu*, *Bulletstorm* and *TimeShift*. Yodo1 is best known for publishing mobile titles with more than 100 million downloads including *Crossy Road*, *Ski Safari* and *Rodeo Stampede*.

Armed with a trusty grappling hook, leap and traverse more than 50 distinct levels and 4 infinite climber modes spread throughout five perilous mountain environments. Defy all odds, ascending the icy peaks to find and rescue more than 80 different stranded survivors, from researchers to royalty.

With triumph comes funding, and funding means bigger, better and bolder equipment. Improve the odds of survival and success by unlocking the latest gadgets and gizmos from shiny new helicopters to jet packs or protective Zorbs.

Risk it all for glory. Brave the angry goats and mountain lions of the snowy wilds, performing lightning-fast acrobatic stunts to hurtle onwards and upwards. Dodge pockets of molten lava, falling boulders and razor sharp ice to return home a decorated hero.

“In trying to climb large boulders on the beaches north of San Francisco, I realized there's something very primal and exhilarating about the danger of hanging on to a piece of rock when one false move could put you in hospital,” said Ed Kay. “*Hang Line* captures the thrill of that danger with a simple control scheme that requires skill to master and levels hand-crafted to challenge players.”

*Hang Line* will be free-to-play with optional microtransactions to purchase in-game currency and special items. It will support English, French, Italian, German, Spanish, Russian, Portuguese (Brazilian), Chinese (Simplified), Chinese (Traditional), Japanese, Korean and Arabic.

For more news about *Hang Line*, visit the [official website](http://www.hanglinegame.com/) or follow [Ed Kay on Twitter](https://twitter.com/edform).

**Assets**

[Trailer Stream](https://youtu.be/0zS_PjkFmss)

[Screenshot, Logo, Trailer Downloads](https://drive.google.com/drive/folders/1z0M4bIlnziE9KL9l82NlYeIkGHqxVG90?usp=sharing)

**About Yodo1**

Yodo1 is a leading global publisher dedicated to bringing a diverse portfolio of casual, midcore and hardcore titles to a massive global audience.

Founded and led by veterans from Microsoft, Disney Interactive, Sony, Electronic Arts and Activision, Yodo1 has worked alongside more than 80 developers worldwide, producing and publishing hit mobile titles such as *Ski Safari*, *Crossy Road*, *Rodeo Stampede* and *Transformers: Earth Wars*. Yodo1’s games have been played by more than 1 billion people.

To see the latest titles and news from Yodo1, visit its [official website](https://www.yodo1.com/), follow it on [Twitter](https://www.twitter.com/Yodo1games) and [Instagram](https://www.instagram.com/Yodo1games) or like Yodo1 on [Facebook](https://www.facebook.com/Yodo1Games/).

**About the Developer**

Ed Kay is a 17-year veteran of the games Industry, having worked as lead designer on a number of titles for multiple platforms, such as *Call of Cthulhu*, *Bulletstorm* and *TimeShift*, and for companies including Epic and Lucas Arts. In 2016, Ed embarked on an adventure into the realm of independent game development, taking his love of physics and polygons and turning it into the already keenly anticipated mobile title, *Hang Line*.

You can read up on Ed’s personal and development journey [on Gamasutra](https://www.gamasutra.com/blogs/author/EdKay/812881/). Follow Ed on [Twitter](https://twitter.com/edform) for all the up-to-date happenings.

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