

## Earn to Die hits the App Store Top 10 in Eleven Countries

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After one week on the App Store, Not Doppler's first mobile and tablet game Earn to Die has hit the Top 10 of the Paid Apps list in eleven different countries, and has now been updated with iPhone 5 optimization. Earn to Die is an action-packed driving game. With only a run-down car and a small amount of cash at your disposal, your mission is to drive through hordes of zombies in order to escape. Players can unlock new vehicles, with each vehicle offering a range of upgrades.

Sydney, Australia - After one week on the App Store, Not Doppler's first mobile and tablet game Earn to Die has hit the Top 10 of the Paid Apps list in eleven different countries, and has now been updated with iPhone 5 optimization. Earn to Die is a unique combination of the action and driving game genres, where players must not only steer their way through each level, but smash through hordes of zombies along the way!. Earn to Die now ranks on the App Store's top Paid Apps list at the following positions:

- \* Denmark (ranked 1st)
- \* Sweden (2nd)
- \* Austria (3rd)
- \* Australia (5th)
- \* New Zealand (6th)
- \* Canada (6th)
- \* United Kingdom (7th)
- \* Russia (6th)
- \* Ireland (7th)
- \* Luxembourg (7th)
- \* Netherlands (10th)

Earn to Die is also ranked as the #1 racing game on the top-paid list in all eleven aforementioned countries.

John Daskalopoulos, director of Not Doppler, commented "We are very happy with the initial success of Earn to Die on the App Store. The original Flash game it is based on has been played over 155 million times online, so it is great to see that the new and improved mobile version is being well received by players also."

### iPhone 5 Optimization:

The App has also been updated today optimized for the iPhone 5; allowing it to be played full-screen on the iPhone 5's larger screen resolution. Further performance improvements to the App have also been made, resulting in reduced memory usage and better performance on older devices.

### Pricing and Availability:

Earn to Die 1.0.3 is now available on the App Store in the Games category for iPhone and iPod Touch, and a stunning HD version is also available for iPad (with Retina support for the new iPad).

### Earn to Die 1.0.3:

<http://notdoppler.com/earntodie>

### Purchase and Download:

<http://itunes.apple.com/us/artist/not-doppler/id554937502>

### YouTube Video:

prMac: Publish Once, Broadcast the World :: <http://prmac.com>

<http://www.youtube.com/watch?v=RtkGS0sj80A>

Press Kit (zip):

[http://i.notdoppler.com/earntodie/press/earntodie\\_mediakit.zip](http://i.notdoppler.com/earntodie/press/earntodie_mediakit.zip)

Not Doppler is a Sydney-based game publisher. Since 2005, Not Doppler has become well established in the Flash gaming sector, helping fund and sponsor over 120 original Flash titles. In 2012, Not Doppler marks its entrance into mobile and tablet publishing by bringing the hit Flash title Earn to Die to the App Store. Copyright (C) 2012 Not Doppler. All Rights Reserved. Apple, the Apple logo, iPhone, iPod and iPad are registered trademarks of Apple Inc. in the U.S. and/or other countries. All other trademarks and trade names are the property of their respective owners.

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