

## Unknown Orbit- Jump and Fly Around a Surreal Planetary System as a Comet

Published on 12/04/12

UK based Exbleative today introduces Unknown Orbit 1.0, its first game title for iPhone and iPad. Jump, float and fly around a surreal planetary system as a comet. Players must use the planet's hills and valleys to launch into deep space and hurtle through sparkling firefly clouds to reach the orbiting moons and beyond. String together moves to gain an ever increasing and limitless point combo, then compete with friends on the Game Center Leaderboard.

London, United Kingdom - Exbleative today is pleased to announce the release and immediate availability of Unknown Orbit 1.0, its first game title for iPhone and iPad. Jump, float and fly around a surreal planetary system as a comet. Players must use the planet's hills and valleys to launch into deep space and hurtle through sparkling firefly clouds to reach the orbiting moons and beyond.

Space out and enter a state of flow with an entrancing vibe and soundtrack by Rhys Lindsay. Perfect the smoothest landings and highest jumps, and glide across a strange orbital landscape.

Two nearby stars melt away the player's ice core, so they must absorb snow balls that are scattered around the environment to prolong their life.

String together moves to gain an ever increasing and limitless point combo, then compete with friends on the GameCenter Leaderboard.

"Throughout development, I was highly focussed on creating a very surreal vibe, in terms of visuals, music and sound. I wanted a smooth, flowing and strange game that drew you into a unique little world." explained Jay Weston of Exbleative.

Development of Unknown Orbit was somewhat unique, as it was created using a visual scripting solution called Playmaker (for Unity3d), which looks like a flowchart editor. Playmaker allowed Jay, a creative with no programming skills, to create Unknown Orbit with almost no coding whatsoever.

### Features:

- \* Feel the flow while performing perfect landings and launching into space
- \* Simple touch/tilt gameplay
- \* Endless runner style gameplay in 3d
- \* Choose from 3 comets catering to multiple skills levels and play styles
- \* Randomly placed snowballs make for a different game each time
- \* Surreal, deep space 3d graphics
- \* 13 Goals with more to come
- \* Online leaderboards
- \* Entrancing vibe and soundtrack

### Device Requirements:

- \* iPhone 3GS, 4, 4S, iPhone 5, iPod touch (3/4/5 gen) and iPad
- \* Requires iOS 5.0 or later
- \* 24.5 MB

### Pricing and Availability:

Unknown Orbit 1.0 is only \$0.99 USD (or equivalent amount in other currencies) and available worldwide exclusively through the App Store in the Games category. Review copies are available upon request.

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

Exbleative:

<http://www.exbleative.com>

Unknown Orbit 1.0:

[http://www.exbleative.com/unknown\\_orbit/](http://www.exbleative.com/unknown_orbit/)

Purchase and Download:

<http://itunes.apple.com/app/unknown-orbit/id569243921>

YouTube Video (Trailer):

<http://www.youtube.com/watch?v=W1CRM5EMMYo>

Screenshot:

<http://a64.phobos.apple.com/us/r30/Purple/v4/5c/33/e2/5c33e2de-84df-4713-0e2a-a3b62632c1a9/mzl.yxcqcglm.480x480-75.jpg>

Press Kit (zip):

[http://www.exbleative.com/unknown\\_orbit\\_press\\_pack.zip](http://www.exbleative.com/unknown_orbit_press_pack.zip)

Located in London, UK, Exbleative was founded in 2011 by Jay Weston. Exbleative is Jay Weston's solo, indie games development company. Jay previously worked at AAA PC racing game developer Ratbag in Australia, then went on to found Hyperfocal Design (HDRI and Sky texture collections) before forming Binary Space with Saxon Druce, where they developed Class 3 Outbreak and Zombie Outbreak Simulator. All Material and Software (C) 2012 Exbleative / 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.

###

Jay Weston

Owner

07506010276

[jay@exbleative.com](mailto:jay@exbleative.com)

\*\*\*\*\*

Link To Article: <https://prmac.com/release-id-51592.htm>

\*\*\*\*\*