



STELLAR JUMP

ONE-TAP ENDLESS ARCADE · LIVE ON IOS

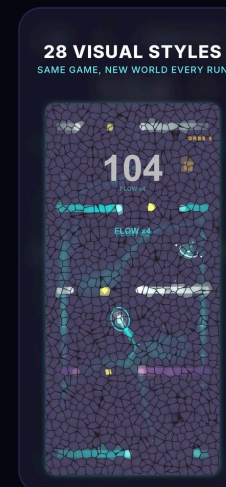
Tap left or right to launch through the gaps between neon bars. Instantly readable, one finger, portrait, and **28 visual styles of the same game**: every gameplay take becomes many different ad creatives.

GAME

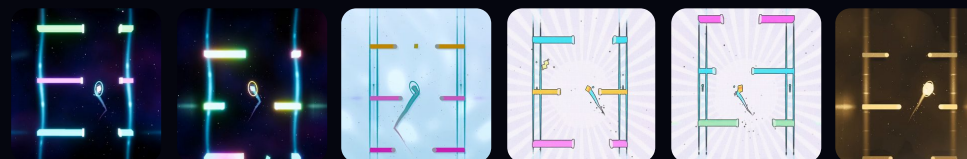
Core loop	Tap a side to jump that way; pass gates, bounce off walls, chain a FLOW multiplier, grab orbs, gems and power-ups
Depth	11 heroes with real trade-offs (shields, magnet, rebirth), 5 stackable power-ups, 21 sectors with their own music, soft-currency unlocks
Tech	Unity 6 (URP, new Input System), 120 fps, iPhone + iPad, controllers; everything procedural, so new looks and heroes are cheap to add
Status	Live on the App Store since 5 Oct 2026 (iPhone), 1.1 with iPad on 10 Oct. Apple TV, Mac and a Steam edition are built
Monetisation	Today: IAP only (orb packs \$0.99 / \$1.99, Unlock Everything \$3.99), no ads. Open to ads or hybrid with a partner

WHY IT CAN TEST WELL

- One-tap and instantly readable: understood in the first second of a video
- 28 radically different styles (neon, watercolour, comic, cross-stitch, Game Boy LCD, microscope...) for creative testing at no art cost
- Polished feel: hit-stop, slow-mo, camera shake, 120 fps, calm original music
- Solo developer: quick to integrate an SDK and turn around test builds



ONE GAMEPLAY VIDEO, SIX STYLES (FRAMES 2 S APART)



App Store apps.apple.com/app/id6810039371

Gameplay video stellarjumpapp.github.io/press/stellar-jump-gameplay.mp4

Press kit stellarjumpapp.github.io/presskit.html

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