



## Race to the End in *Octagon 2*, A Minimal Hyper Casual Game With Extreme Challenge Out Today for iOS and macOS

PRAGUE – 7 May 2020 – Independent developer Lukas Korba is announcing the release of *Octagon 2*, a fast-paced and highly challenging arcade game for iPhone / iPad (<http://itunes.apple.com/app/id1483125416>) and for Mac (<http://itunes.apple.com/app/id1493415019>).

In *Octagon 2*, you are trapped inside a megaplex of 8-sided tunnels, platforms, obstacles and gaps. The floor moves rapidly beneath as stars surround you. Can you survive the run? Spin the tunnel to dodge speed bumps. Flip upside down to avoid holes. And whatever you do, don't stop. Don't think. You have 60 seconds to reach the exit... if you can make it that far. No mistakes allowed.

*Octagon 2* is a sequel of *Octagon* (2013) - minimal arcade game in the style of *Super Hexagon* and *Impossible Road* that evolves this emerging genre with fluid controls, trippy graphics, and a frantic pace. Designed for players looking for quick, intense bursts of action, *Octagon 2* may look simple, but with unlimited levels and pay once in-app purchase it packs a ton of value for its low \$1.99 (USD) price. Procedurally-generated levels and a thudding electronica soundtrack keeps the adrenaline pumping level after level.



"*Octagon 2* is like Terminator 2, better, bigger, more challenging, more complex, sophisticated and complicated. Took me 6 years, 3 failed attempts, to evolve the original game to justify the new version." explains Korba. "I both love the game and hate it for its difficulty. Playing it is like playing the arcade games I loved on my Atari as a kid."

Get a glimpse of *Octagon 2*'s dizzying gameplay in this trailer: <https://www.youtube.com/watch?v=sPlkWy-VvjpQ>

Press assets can be found on the official website: <http://www.octagongame.com>

### About Lukas Korba

Lukas Korba is a Czech game designer and developer based in Prague. He started his career at 2K Czech, where his love for creating games fully evolved. The author of 4 AppStore games (2011-2015) is back after a 5 year break to fully focus on family. He is also a former iOS programmer and product manager at Showmax, a very strong Netflix competitor in the african market. Married, enthusiast runner and proud father of 2 sons.

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Please feel free to contact me if you have any questions about the game, or if you'd like a promo code for review. My contact details follow. Thank you in advance for considering my app for review.

### Contact

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