



HELLO THERE RELEASES THE WORLD'S FIRST MOBILE TAEKWONDO FIGHTING GAME

Through the years, there has been an abundance of fighting games – both for computers and consoles. However, the fighting games on mobile devices have been scarce. Award-winning game studio Hello There now releases the world's first mobile taekwondo fighting game – “The Taekwondo Game - Global Tournament” – globally on iOS and Android.

The Taekwondo Game – Global Tournament has both a singleplayer and multiplayer mode, letting players have a go on their own or challenge friends over local wifi.

– The gameplay is competitive and challenging, and at the same time easily accessible. Adding a multiplayer mode was very important to us – kicking a friend's ass is always good fun, says Arshak Ardeshir, game designer at Hello There.

In the singleplayer mode, players enter a tournament and fight their way to the top. The fights run through three beautifully crafted environments: the three largest taekwondo nations Korea, Iran and Mexico.

With movements based on motion-captured professional taekwondo players, the game stays true to the fighting style. Smart controls and easy-to-learn commands creates great depth - making the game just as enjoyable and challenging for those new to the fighting genre, as well as veteran players.

– We wanted to make a fighting game that works and plays well on mobile devices, but has a console game feel, says Oskar Eklund, CEO at Hello There and multiple Swedish Taekwondo Champion.

ABOUT HELLO THERE

Hello There is a Swedish game studio focusing on games for change, marketing and education. Their portfolio covers a number of successful games for clients such as superstar Avicii, Peak Performance, PUMA and Toyota, as well as their own games, such as the praised story-based puzzle game Khaba.

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