

Nate's Ascent – A gravity-bending alien exploration

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San Francisco, August 13, 2015 – Cordless Software, LLC has announced its newest game, “Nate’s Ascent—A gravity-bending alien exploration” for iOS devices.

Help your dauntless hero, Nate McClusky, explore a mysterious alien spacecraft fraught with danger. You must master gravity as you send Nate whirling through the sinister ship in a relentless pursuit to learn its purpose. As you make progress, unlock the captivating story of how Nate embarks on his journey...and help him discover the mystery.

Offering unique art styling that brings together the graphic details of print comics and the interactive experience of mobile games, Nate’s Ascent is an engaging casual game that comic enthusiasts and gamers alike will love.

Nate’s Ascent is a side-scrolling platformer that is simple to play but difficult to master. Jump, invert gravity and perfectly anticipate how to land while collecting pods that allow you to continue after missing a platform. Choose from 2 gameplay modes: *Levels* which allows you to develop your skills gradually, or *Endless* which thrusts you into a challenging, never-ending game. You control how you learn Nate’s story.

Get Nate’s Ascent on **August 13th** from the iTunes App Store, available for iPhone and iPad. To learn more, visit www.NatesAscent.com, or follow Nate’s Ascent on [Facebook](#) and [Twitter](#).

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About Cordless Software, LLC

Cordless Software, LLC (www.CordlessSoftware.com) is an indie mobile app development company that endeavors to create unique and engaging games, led by Andrew Knight. Nate’s Ascent was built in partnership with artist Joshua Ray Stephens (www.ThursdayCity.com).

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