Swim Up

Game information

How far can you get before the shark gets you?

Released on [Google Play Store](#) & [Apple App Store](#) | Price: free | Watch trailer [here](#)

Swim Up is a single-player infinite runner for smartphones and tablets that puts the player's tapping speed to the test. The goal of the game is to get as far as possible, while dealing with the increasingly strong currents, avoiding the walls, deadly hooks and mines, and collecting shiny pearls. Unlike most runners, Swim Up includes a health system, allowing the player to make a number of mistakes before the run ends; moreover, the player can replenish their health by eating smaller fish. Collected pearls are used to unlock over 30 new fish with different characteristics, like strength, size, and score multiplier. Peals can also be used to continue the run after failure, or skip the initial, slower stage of gameplay.

Swim Up connects to the device's game services, which allows the player to earn achievements and compete with their friends and the whole world for the best score. The developers have included an option to reduce the graphical fidelity of the game in order to allow for performance improvements and battery saving

Swim Up was developed by NaissusWorks, a family-run software development studio made up of Ivan and Nikola Jankovic. Swim Up is the studio's second game, following a successful launch of The Little Ball That Could, an exploration-focused marble platformer that came out for Android and iOS in April and May 2017, respectively.

The game was published on Apple App Store on June 27th, 2017 as a freemium, ad-supported title. The in-app purchases allow the player to obtain more pearls, or double the number the pearls they collect. The developer rolled out a free, ad-supported Android port of the game on Google Play Store on July 6th, 2017.

Naissusworks

Developer information

General

Based in: Nis, Serbia

Founded: 9/19/2012

Website: naissusworks.com

Press kit: download

Team

Ivan Jankovic

Programming, Business & Development

Nikola Jankovic

Game Design, Art, Press

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