



St.Pölten, Austria - August 31, 2016 - Today marks the day that DoubleSmith, the Austrian game development studio behind Apps like Headless and Impossible Super Ninja, releases their insane new Game. It is fast, it is intense, it is provocative - it is the **POLEDANCE SIMULATOR**.

POLEDANCE SIMULATOR is published by GAMESinFLAMES and available now on the **Google Play Store**. There is also a HTML5 Version on www.miniflames.com for those who prefer dancing on **Apple iOS** or the **PC**.

Google Play: <https://play.google.com/store/apps/details?id=com.gamesinflames.poledance>

Online: www.miniflames.com

Teaser1: <https://www.youtube.com/watch?v=mV7cH4mUEIo>

Teaser2: <https://www.youtube.com/watch?v=7fuulyU1nfM>

Gameplay Video: <https://youtu.be/F85hgkhTGt4>

PressKit Download:

www.doublesmith.com/poledance/poledancepress.zip

Contact:

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<https://www.facebook.com/doublesmith2013/>

<https://twitter.com/DoubleSmith2013>

In this *polarizing* experience you start your journey with Jesus. As he performs better and better on the pole by dodging fast approaching obstacles, jumping off the pole and reaching new highscores, you can unlock new crazy characters. There are characters inspired by real world personalities like Trump, Hitler, The Queen, Merkel, Ghandi and many more. So don't miss out the chance of seeing them rock the pole. But be warned - you gonna need humor for this one.

About DoubleSmith

Double Smith is a small game studio run by Reinhard and Gila Schmid, two industrie veterans who worked for studios like Rockstar Games, Walt Disney (Blackrock Studios), Rabcat and Quadriga FX, where they helped to ship AAA titles like Forza Horizon, Split Second, Manhunt2, Crackdown2, Cursed Mountain and many more.

About GAMESinFLAMES

GAMESinFLAMES is an independent, Digital Only-Publisher for all significant platforms. We are gamers and a team of games industry veterans with great expertise in Production, Product Management, Marketing/PR, User Acquisition, Community Management and Monetization. We love games with a twist and assist developers during all production processes, starting from the initial concept phase through launch and live phase. As a member of the remote control family, which is home to a suite of developers, we understand their needs and are able to assist during all production steps. For more information about GAMESinFLAMES please visit <http://www.gamesinflames.com/>.