



Developer	Yakuto	Release date	May 2014
Location	London, UK	Price	\$3.99 / £2.99 / €3.99
Press Contact	vanessa@yaku.to	Platforms	iOS, Android
Website	Table Tennis Touch	Trailer	YouTube, Vimeo

About

Table Tennis Touch® was crafted by London game studio Yakuto. Stunning graphics, intuitive controls, exhilarating high-speed gameplay and epic single and multiplayer modes have cemented Table Tennis Touch as the definitive table tennis game on mobile.

History

Table Tennis Touch initially began in 2009 as a side-project for film visual effects veteran and former youth national table tennis player [Jordan Kirk](#). In 2012 he was joined by coder [James Gratton](#) and the first version of the game was released to rave reviews in May 2014. Table Tennis Touch achieved the rare feat of being selected as Editors' Choice worldwide on both the App Store and Google Play Store and reached the No1 spot in over 25 countries.

After a further year of development, version 2.0 of Table Tennis Touch was released in October 2015 which introduced a swathe of new features including a comprehensive multiplayer mode.

Features

- four different modes; Quick Game, Career, Multiplayer and Arcade
- local and online multiplayer
- eight fully 3D environments created using real-world locations
- unrivalled dynamics that encourage high speed gameplay
- 32 individually tuned AI opponents each with unique strengths and weaknesses
- variety of mini games in both single and multiplayer formats

Awards and Recognition

"Editors' Choice" and "Best of 2014" - **App Store, worldwide**

"Editors' Choice" - **Google Play Store, worldwide**

"Best Debut Game" finalist - **TIGA Awards 2014**

"Excellence in Gameplay" finalist - **International Mobile Game Awards 2015**

"Best Sports Game" finalist - **Pocket Gamer Awards 2015**

"iOS Game Of The Year" finalist - **Pocket Gamer Awards 2015**

"Overall Game of the Year" finalist - **Pocket Gamer Awards 2015**