FOR IMMEDIATE RELEASE

Apple players welcome the space cat: ‘ASTRO BURN’ Launches on iOS today

Following a successful Android debut and PC launch, game director HaZ Dulull / Beyond The Pixels® and the publishing team at Pixel Doors bring unhinged 90s cute-’em-up arcade chaos to iPhone and iPad users worldwide.



LONDON, UK & AMSTERDAM, NL - October 23, 2026 - **Pixel Doors** and **Beyond The Pixels** today officially launched **Astro Burn** on iOS via the Apple App Store. Following the successful rollout on Google Play, Steam and GoG, Apple players can now grab their iPhones and iPads to experience the fast-paced space-cat shooter wherever they go.

Optimized for iOS Devices

Beyond The Pixels fine-tuned the touch interface to deliver razor-sharp precision across both iPhone and iPad screens. Players on iOS will enjoy complete feature parity with the PC and Android editions:

- **Pure Arcade Gaming (Zero Microtransactions):** players will enjoy a true premium experience.
- **Engineered Touch Controls:** Mobile pilots can swipe, dodge laser storms, and unleash Turbo Speed zones using responsive, highly customizable touch layouts designed for mobile screens.
- **Stack-'Em-Up Snack Weapons:** Players can collect and fire multiple weapon swarms simultaneously, blasting cosmic enemies with flying food treats to defeat giant bosses like PooBear on the Party Bus.
- **The Full Emotional Story:** Mobile gamers can guide Astro and her robot sidekick, AL, through all 9 subconscious levels to uncover their complete narrative journey.
- **Feline & Relaxing Modes:** Pet owners can launch **Cat TV Mode** directly on their Android phones or tablets to keep real-life cats entertained, while tired players can drop into **ASMR Mode** to recharge with cat purrs and ocean waves.

"We wanted Apple users to experience the exact same fluid cute-em-up chaos that PC and Android players love," says **HaZ Dulull,** Founder of **Beyond The Pixels**. *"We tailored the touch responsiveness specifically for iOS devices the iPhone and iPad so players feel complete precision while dodging laser storms and unleashing flying food treats. We built this mobile edition for gamers who want a genuine, high-octane arcade experience in their pockets."*

Apple players can download *Astro Burn* directly from the App Store today.

- **Get the game on iOS:** [LINK]
- **Get it on Google Play:** [LINK]
- **Watch the brand new Trailer:** [LINK]
- **Download the Uncompressed Press Kit for this launch:** [LINK]
- **Play the game on Steam:** [LINK]
- **Play the game on GoG:** [LINK]

About Beyond the Pixels®
Beyond the Pixels® builds on its founder's cross-industry experience, blending the core values of 90s gaming with a modern retro vision for today's audiences. The studio creates original and licensed game IP designed to scale beyond games, expanding into film, TV, and user-generated content through a cohesive transmedia strategy.

For more information on Beyond The Pixels®, please visit: www.beyond-the-pixels.com

Follow Beyond The Pixels® on Social Media: X, Bluesky, Facebook, Instagram, YouTube.

The media can direct questions here.

About Pixel Doors
Pixel Doors is an independent game publisher founded by game-industry veterans on the belief that publishing can be smarter, kinder, and more effective. Backed by 40+ years of combined experience in global publishing, marketing, and licensing, Pixel Doors offers a transparent partnership model where developers retain their IP, their equity, and their creative control. Great games deserve the right doorway. Let's build it together.

For more information on Pixel Doors, please visit: www.pixeldoors.com

Developers, Media or anyone else with a question can reach us here.