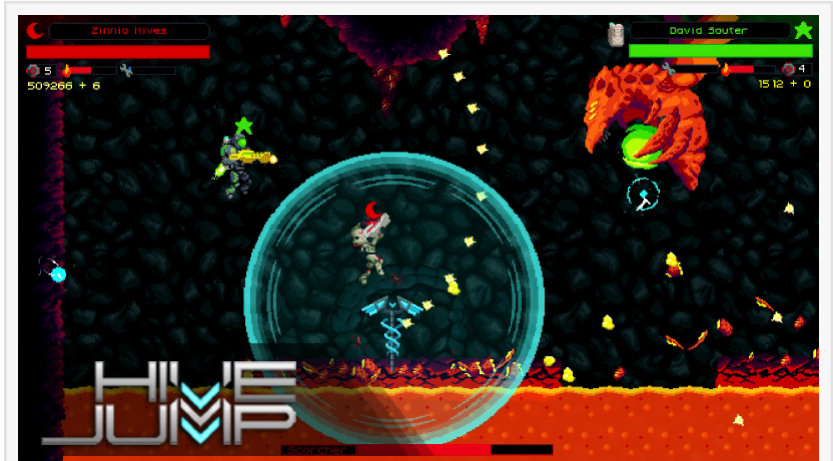


# Graphite Lab to Launch Hive Jump on Nintendo Switch and Xbox One

St. Louis, Mo.-based indie developer to release video game on Jan. 11, 2019

ST. LOUIS, MISSOURI, UNITED STATES, December 19, 2018 / EINPresswire.com/ -- Independent [video game](#) developer [Graphite Lab](#) announced plans to bring its indie co-op pixel art game [Hive Jump](#) to Nintendo Switch™ and Xbox One. The sci-fi video game – to be released on Jan. 11, 2019 – will be available via digital distribution in both North America and European Union (EU).

Hive Jump is the first original IP video game created by Graphite Lab. The run-and-gun 2D platformer is for one to four players who control space marines called Jumpers. Each player's quest: to kill hive-dwelling aliens, avoid the labyrinth's subterranean traps, collect powerful alien goo, and defeat the hive queen in order to save the galaxy.



Hive Jump is Graphite Lab's first original IP video game creation

“

Both Nintendo and Microsoft have been incredibly committed to the indie game community, and we are extremely excited they are welcoming Hive Jump to their platforms”

*Graphite Lab's Owner and Studio Director Matt Raithel*

Graphite Lab previously released Hive Jump on Steam and on Wii U™ as part of a Kickstarter campaign. Nearly 2,000 backers pledged over \$60,000 to the campaign, which was completed in the Fall of 2014.

Graphite Lab has developed titles alongside top publishers like Cartoon Network, Disney, Hasbro, and Konami as well as created mobile apps featuring major franchises such as Mr. Potato Head, My Little Pony, Tonka, and Transformers. Hive Jump has been featured at several Nintendo events including the internationally juried IndieCade and national gaming festival PAX.

“Both Nintendo and Microsoft have been incredibly committed to the indie game community, and we are extremely excited they are welcoming Hive Jump to their platforms,” said Graphite Lab’s Owner and Studio Director Matt Raithel. “Thanks to past strong player support for Hive Jump, we will be able to experience even further growth as we introduce our game to Nintendo Switch and Xbox One players.” Raithel added that the digital game will cost \$9.99 on both platforms.

For more information, call (314) 735-4134 or visit <http://www.hivejump.com>.

## Graphite Lab

Founded in 2009, Graphite Lab was purchased in 2015 by Matt Raithel. The independent video game development studio has produced titles alongside top publishers like Cartoon Network, Disney, Hasbro, and Konami as well as created mobile apps for major franchises featuring Mr. Potato Head, My Little Pony, Tonka, and Transformers. Graphite Lab is headquartered at 11861 Westline Industrial Dr. in St. Louis, Mo. For more information, call (314) 735-4134 or visit <http://www.graphitelab.com>.

Matt Raithel  
Graphite Lab  
+1 314-735-4134  
[email us here](#)  
Visit us on social media:  
[Facebook](#)  
[Twitter](#)



Matt Raithel purchased Graphite Lab in 2015

---

This press release can be viewed online at: <http://www.einpresswire.com>

Disclaimer: If you have any questions regarding information in this press release please contact the company listed in the press release. Please do not contact EIN Presswire. We will be unable to assist you with your inquiry. EIN Presswire disclaims any content contained in these releases. © 1995-2020 IPD Group, Inc. All Right Reserved.