

ANGEL WARRIOR

One tap. One sword. One angel against the dark.

Fact sheet for press

TITLE	Angel Warrior
DEVELOPER	Jerry Yu Ching (independent, one person)
RELEASE	November 1, 2026 (All Saints' Day)
PLATFORMS	iPhone and iPad
PRICE	Free. No in-app purchases. From version 1.1, occasional ads between games (Google AdMob); 100% of the ad network revenue goes to partner churches.
PRIVACY	No account and no personal data. From version 1.1, Google's ad SDK collects device and usage data to serve ads, as listed on the App Store privacy label.
GENRE	Arcade / Action
AGE RATING	13+ (fantasy violence)
WEBSITE	angelwarriorgame.com
EARLY ACCESS	angelwarriorgame.com/beta (TestFlight; needs Apple's free TestFlight app)
YOUTUBE	youtube.com/@AngelWarriorGame
PRESS CONTACT	angelwarriorapp@gmail.com

SHORT DESCRIPTION

Angel Warrior is a painterly, one-tap flying game. Descend six realms of the abyss as the archangel, cut down demons, rescue lost souls, and face the Final Demon.

LONG DESCRIPTION

Fly down through six realms of the abyss: fire, ash, brimstone, the hive, the drowned swamp and the frozen pit. Every tap lifts your wings, and every pass of your blade can cut a demon from the sky. Rescue the kneeling souls to restore your strength, slip through columns of stone, rust, honey, rotten wood and ice, and reach the Final Demon, a beast made of everything you've fought. Defeat it and the captive souls rise free.

FEATURES

- Simple one-tap controls that take practice to master
- Six painterly realms, each with its own creatures and obstacles
- Sword combat and soul rescues, with a strength bar instead of instant death from demons
- A full boss fight against the Final Demon
- A verse of Scripture after every victory
- Orchestral soundtrack created using AI tools
- Normal and Fast modes

ABOUT THE DEVELOPER

Jerry Yu Ching has spent 30 years in animation: as an animator on Disney's Mulan and Treasure Planet, a story artist on Tangled: The Series and Netflix's The Sea Beast, and a director on CBN's Superbook (imdb.com/name/nm0157868). Angel Warrior is his first game. He designed it and built it with AI tools, which were used for the code, the art and the music.