

BOLTON TECHWORKS · ANDROID · 2026

PRESS KIT

A three-lane runner where hitting something does not kill you. A dust storm trails you instead, closing in on every mistake and easing back while you run clean, so errors pile up rather than ending you outright. The catch is that the storm is also how you score: running inside its reach multiplies your score up to three times over. The safe line and the good line are different lines, and choosing between them is the whole game.

PLATFORM	PRICE	PLAYERS	BUILD
Android	Free	Single player	1.0
GENRE	**ADS**	**IAP**	**REQUIRES**
Endless runner	Opt-in rewarded	One, optional	Android 7.0+

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FACT SHEET

TITLE	Spirit Run
DEVELOPER	Bolton Techworks
PUBLISHER	Bolton Techworks (self-published)
PLATFORM	Android, via Google Play
PACKAGE	com.boltontechworks.spiritrun
VERSION	1.0 (versionCode 1)
REQUIRES	Android 7.0 (API 24) or newer
GENRE	Endless runner
PLAYERS	Single player
INPUT	Touch (swipe) or arrow keys
PRICE	Free, with one optional in-app purchase
ADVERTISING	Opt-in rewarded video only, served by Google AdMob. No banners, and no ads between runs.
DATA COLLECTED	Google AdMob receives device and advertising identifiers to serve and measure ads. Progress is stored only on the device.
LANGUAGES	English
RELEASE DATE	Not yet announced
ENGINE	Unity 6000.0 LTS, Built-in Render Pipeline, IL2CPP

WHAT IS IN IT

- **The storm is the score**
  Running inside the dust storm's reach multiplies the score up to 3x, on a squared curve, so the top of the range is somewhere a player has to mean to be. Staying safe is always available and always worth less.

- **Counting coup**
  A dodge that passes close scores honour, doubled when it is cleared in the runner's own lane by jumping or sliding. Touching danger and getting away untouched was a recognised act of honour on the southern Plains, and the award scales with how close the storm is at the moment it lands.

- **Patterns, not coin flips**
  Seventeen stage-gated obstacle patterns, each with an intended solution, authored in seconds rather than in rows so that a sequence which is fair at the opening speed is still fair at the cap. A validator refuses at startup to ship one a player cannot survive.

- **Mistakes compound, they do not end you**
  Hitting an obstacle does not kill the runner, it lets the storm close. Three hits from full distance is fatal and roughly fifteen seconds of clean running buys one back, so a run is a resource to manage rather than a streak to lose.

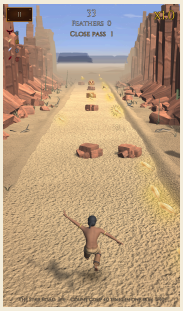
- **Four stages, and Journeys between runs**
  Setting Out, The Open Plain, The Red Canyon and The Star Road arrive on a distance schedule, each denser than the last and each quicker to punish a hit. Journeys cap how far a run can climb until their goals are filled, with three rotating missions and ten permanent deeds underneath.

- **The thunderbird**
  A storm spirit that carries the runner over everything for a few seconds and draws loose feathers in. The rarest pickup in the game, because for as long as it lasts it removes the game.

SCREENSHOTS

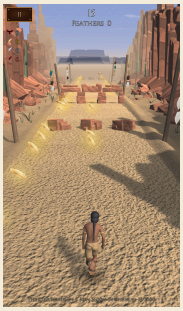












ABOUT BOLTON TECHWORKS

Bolton Techworks is a small independent studio. Spirit Run is built in Unity and published to Google Play.

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totaldogwatergaming.com/press/spirit-run/