

At a Glance

Status as of 7 September 2026

FIVE LEVELS. ONE JOURNEY. • EVERY GUESS COUNTS.

5	22	1 Nov 2026
connected levels	combined run target	Google Play launch

Studio & product

STUDIO Departure Gate Studios Ltd Independent UK game studio	FOUNDER Ralph Ehoff Mechanical engineer and toolmaker by training. Ascendle is his first game.
PRODUCTS Ascendle® Ascendle Arena®	GENRE Ascendle® - five-level daily and unlimited word game Ascendle Arena® - five-level competitive PvE word game

The Ascendle proposition

CORE STRUCTURE Five five-letter word puzzles played as one connected run. Levels 1-3 target 4 guesses; Levels 4-5 target 5. Combined run target: 22 guesses.	WAYS TO PLAY Daily 5 Calendar Vault Unlimited - Casual / Classic / Challenge
PLATFORMS Web browser Progressive Web App (PWA) Google Play from 1 November 2026	CURRENT STATUS Ascendle® - Early Access Google Play launch - 1 November 2026 Ascendle Arena® - in development; Early Access ahead of full launch on 1 February 2027

Access, ownership & systems

COMMERCIAL MODEL Free play available indefinitely No subscriptions Optional one-off permanent purchases: Ascendle Pro and Calendar Vault Permanent ownership	ADVERTISING APPROACH No interstitial advertising between the five boards of a run. Advertising is positioned around natural breaks in play.
KEY SYSTEMS AscendlePAD™ - solving workspace AscendleIQ™ - post-run analysis and coaching RouteLAB™ - interactive alternative-route analysis PainEngine™ - deterministic five-level game-shaping system AscendleBoT™ - deterministic Arena opponent	PLAYER CONTINUITY Registered player history, statistics and progress follow the player across supported devices. Browser, PWA and Google Play are access points into the same Ascendle ecosystem.

Background & press reference

PROGRESSION Badges - distinct events, unlocks and discoveries Achievements - notable repeatable play Progress - longer-running milestones and activity Gold is a prestige milestone; meaningful counts can continue beyond it.	TECHNOLOGY Largely client-side deterministic game core, supported by cloud services for identity, synchronisation, history, entitlements and commerce. Ascendle is not a generative-AI game.
DEVELOPMENT Development began 8 December 2025. The original concept was formed while waiting between flights at Houston George Bush Intercontinental Airport - the origin of the Departure Gate Studios name.	PRESS / REVIEW ACCESS Journalists contacted directly by DGS receive an all-access review code. DGS recommends first experiencing the normal free player-facing version before enabling review access.

Play now

ascendlegame.com

Press contact

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PRESS NOTE Ascendle® is currently available in Early Access on the web. The browser release is the full game experience, not a demonstration build.
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