**On the 20th of April Kazong launches in the iOS App- & Google Play Store**

Kazong is the first gaming app which combines Quiz-, Mini- and Brain-Games to a thrilling Multiplayer Battle.

1 Challenge ... 3 Rounds ... 3 Games. On Kazong players compete against each other and challenge logical thinking, reaction skills as well as their knowledge. Player combine games from different genres to create their on interactive competition.

Inside Kazong Games Area you can also play Challenge Games in Singleplayer-Mode. Having a glimpse inside the games area is always rewarding - there players will continuously find new games which they can add to their game selection. With this original concept Kazong is always exciting.

"Kazong is more than just a game, Kazong is a Virtual Decathlon"

Currently Kazong has 11 Games for players to choose from. This includes 5 different kind of quizzes with +12000 Quiz-Questions in international languages (DE, EN, FRZ, ES, IT). Moreover users can chat with friends and collect coins to unlock more games. Kazong is FREE to download on Google Play and the iOS App Store. Once you logged in you can start random challenges or invite friends to Kazong. With the Premium Version you can access Leaderboards to all Games, see your complete player statistics and compete with friends in total and monthly Leaderboards.

Kazong Games UG (haftungsbeschränkt)   
Founded: Janurary 2016   
Founders: Martin Müller (CEO), Andrea Althaus (COO), Ziv Barber (CTO)   
Product: Kazong - Multiplayer Mobile Game for iOS & Android   
  
Stay tuned   
  
Kazong on YouTube: <https://www.youtube.com/watch?v=-jUx5OI3yl0>   
Kazong on Facebook: <http://www.facebook.com/kazong.games>   
Kazong on Twitter: <http://www.twitter.com/kazong_game>   
Website: <https://kazong-game.com>

**Kazong Team**

We are 3 friends, Kazong is our 1st mobile App ... we spend all our time on developing & playing Kazong in a backyard office in Berlin. All that just started with joking around

While we were watching the TV show “Beat the Star”. We were bragging to each other: ‘I would easily beat you . . .’ ‘You wouldn't stand a chance . . .’, and so we decided to put our money where our mouths were by developing an app where we could compete in such games. Things rapidly developed, and from there Kazong was born.