

„The Great Jitters: PUDDING PANIC“: kunst-stoff's award-winning iPhone game now available for PC!

BERLIN -- August 11th, 2011. The German Indie scene joins forces: Indie developer kunst-stoff from Berlin releases the PC version of their successful iOS Action Puzzle Game on the new Indie gaming platform „Little Indie“.

In June 2011, the quirky action puzzle game about an anxious jelly in a haunted house was released for the iPhone/iPad/iPod touch on the App Store. The game won awards already: the international red dot design award and the Pocketgamer Gold Award. The game received excellent reviews and was on position 1 of the iPhone quality index as well as among the top iPhone games on metacritic.com.

In the PC-Version of „The Great Jitters: PUDDING PANIC“, players also test their courage in 48 suspenseful levels of the haunted house and dive into four *“beautiful 3D worlds”* (appgefahren.de). The player leads an anxious blob of pudding through a spooky haunted house. The pudding has to find the way to the exit and evade scary monsters waiting in the dark. The only chance of survival is to scare the monsters back before the pudding quivers, shivers and faints from fear: The player fights evil witches, scary skeletons and rusty knights with an arsenal of weapons and traps...

Variations in game play -- including puzzle-solving, playing against the clock, unraveling labyrinths and winning treacherous races -- promise to keep the game fresh and inspiring throughout the whole ride and for players of any level.

The ambitious kunst-stoff team currently develops the next games of the „The Great Jitters“ series. On the Gamescom in Cologne, we will provide an insight into the Racing Edition for iPhone/iPad and the diverting and competitive version for Facebook (Browser).

„It showed that with our jelly, we've obviously developed a great little character,“ says Patrick Rau, founder and creative director of kunst-stoff. „Our community loves J. Jitters, and thus he'll star in a whole game series under the title 'The Great Jitters'. We are very pleased that we first present the PC version on a young German Indie platform like *Little Indie*.“

The PC game costs 6,95 € (9,90 \$) on Little Indie. We will distribute Promo Codes for a price reduction of 30% among the Gamescom visitors. Watch out!

GAMESCOM Info:

A MAZE. Indie Connect Box: kunst-stoff with „The Great Jitters: Pudding Panic“ shares a box with „Little Indie“ and other German indie initiatives and developers on the stand of the G.A.M.E. association in hall 04.1 / D031 E030. **More information see page 3.**

Press Conference: Friday, August 19th, 2011 at 10.00 in the A MAZE. Indie Connect Box.

Play “The Great Jitters: Pudding Panic” on PC at the SAE Quantum stand in hall 8.1
Saturday, 20th and Sunday 21st of August at 13.00 and 16.00 on both days

Please let us know when you want to register for the press conference: maike.coelle@kunst-stoff.de or cell +49 (0)173 – 307 3443.

PRESS QUOTES from reviews for iPhone/iPad:

"This game is a must-play with incredible graphics, gameplay, Game Center support, and many enjoyable levels... Be prepared for a frighteningly fun ride!" – 5/5 stars --- appadvice.com

"If you're looking for a puzzle game that's fun, fast, and original, you'll eat up Pudding Panic. Its premise alone is a winner!" – 4/4 stars --- slidetoplay.com

"Super fun to play! ... This game is sure to have something to make you smile!" – 4,5/5 stars 148apps.com

"A stunning piece of art... a spectacular look and feel... unique gameplay...for this low price Pudding Panic is a great buy!" – 4,5/5 stars --- appsafari.com

"Pudding Panic is by far the best." --- appsjp.com

MEDIA / ONLINE / Promo Codes

Official Website: www.puddingpanic.com // Gameplay trailer and teaser videos starring J. Jitters!

(Website www.TheGreatJitters.com to come in a few days!)

Facebook: www.facebook.com/PuddingPanic

Twitter: <http://twitter.com/#!/PuddingPanic>

Download PC version: www.littleindie.net

Direct Download-Link: <http://www.littleindie.net/jade.php?showpage=puddingpanic&language=en>

Promo Codes for review purposes: Please send an e-mail to maike.coelle@kunst-stoff.de with your name/media/company and we will send you a promo code for downloading the game for free.

***kunst-stoff** is an independent game developer and producer based in Berlin, Germany. The company and was officially founded in 2008. In the meantime, kunst-stoff has grown into an award-winning game developer, receiving the honor of the German Developer Award in the category "Best Children's Game 2010" for its debut Nintendo DS game "Galaxy Racers", published by Ubisoft in 2010. kunst-stoff also produces interactive exhibits for clients in the industrial and cultural fields and is active in the development of new technology. "The Great Jitters: PUDDING PANIC" is kunst-stoff's first self-published game series.*

PRESS CONTACT

Contact: Maike Coelle

kunst-stoff GmbH, Rungestr. 22-24, D-10179 Berlin
Tel/Fax: +49 (0)30 - 2345 7178

maike.coelle@kunst-stoff.de,

www.kunst-stoff.de www.puddingpanic.com

Facebook: www.facebook.com/PuddingPanic

Twitter: <http://twitter.com/#!/PuddingPanic>

Contact Gamescom

kunst-stoff @ A MAZE. IndieConnect Box auf dem
Stand des G.A.M.E.-Bundesverbands
Halle 04.1, D031/E030

Patrick Rau (CEO): +49 (0)151-22780679

Maike Coelle (PR): +49 (0)173 – 307 3443

„A MAZE. Indie Connect“ auf der Gamescom

We cordially invite you to our **Press Conference** on Friday, August 19th, 2011 at 10.00 in the A MAZE. Indie Connect Box on the stand of the association G.A.M.E. in hall 04.1 / D031 E030:

A MAZE: a game institution from Berlin, celebrating the convergence of games, art and society in many events throughout the year.

www.amaze-festival.de

www.gamesculturecircle.de

Black Pants Game Studio with their PC game „**Tiny and Big**“, winner of the German Video Game Award as best student project.

www.tinyandbig.com

***Little Indie:** The gaming-platform Little Indie was founded by three German companies: MediaGuild UG, Mittelpunkt Media GmbH and Z-Software GmbH. The project's aim is to sustain and support the independent gaming scene. Therefore Little Indie is meant to become an attractive source for games and gamers, where game aside of the mainstream can be found. Little Indie will launch on 10th of August, 2011. www.littleindie.net*

... and kunst-stoff with „The Great Jitters: Pudding Panic“!

kunst-stoff will provide an insight into the next games of the „The Great Jitters“ series: our Racing Edition for iPhone/iPad and the Browser / Facebook version.

We are open for meeting you at other times and dates. Just call +49 (0)30 – 2345 7178 oder +49 (0)173 – 307 3443 for appointments. (cell phone also during the Gamescom)

Please let us know when you want to register for the press conference.

PRESS CONTACT

Contact: Maike Coelle

kunst-stoff GmbH, Rungestr. 22-24, D-10179 Berlin
Tel/Fax: +49 (0)30 - 2345 7178

maike.coelle@kunst-stoff.de,

www.kunst-stoff.de www.puddingpanic.com

Facebook: www.facebook.com/PuddingPanic

Twitter: <http://twitter.com/#!/PuddingPanic>

Contact Gamescom

kunst-stoff @ A MAZE. IndieConnect Box auf dem
Stand des G.A.M.E.-Bundesverbands
Halle 04.1, D031/E030

Patrick Rau (CEO): +49 (0)151-22780679

Maike Coelle (PR): +49 (0)173 – 307 3443