

## German Indie Game PUDDING PANIC HD for iPad is GAME OF THE WEEK on the App Store

**BERLIN -- June 21st, 2011 – Great news for small German indie developer: kunst-stoff's debut App game PUDDING PANIC receives awesome reviews and is GAME OF THE WEEK on the App Store this week in many countries.**

Directly on the day of release, **PUDDING PANIC** was recommended by the App Store as “new and noteworthy” in 75 countries, a great start for this quirky action puzzle game. The ambitious kunst-stoff development team worked nine months on this “*stunning piece of art*” (Appsafari.com), in which the player leads an anxious blob of pudding through a spooky haunted house. “We put all our love and energy into this game,” says Patrick Rau, CEO and creative director of kunst-stoff GmbH. “Our ambition was to create a challenging and fun gaming experience for players of any level!”

The gameplay: The player has to puzzle his or her way to the ghost ride's 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, such as the fearsome Rat Racer, the Viper Punch or the Kitty Bomb, a kitten which is no longer so cute when it explodes...

Players test their courage in 48 suspenseful levels of the ghost ride and dive into four “*beautiful 3D worlds*” (appgefahren.de): the Black Forest, the Purple Mines, the Sleepy Graves and the Dark Castle. 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.

The developers are currently working on a Racing Edition as well as on versions for PC/Mac and Facebook.

The **PUDDING PANIC App** is available for 0,79 € / 0,99\$ from the App Store on iPhone and iPod touch and for 2,39 € / 2,99\$ on iPad (link see next page).

### PRESS QUOTES:

*“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](http://appadvice.com)

*“Super fun to play! ... this game is sure to have something to make you smile!”* – 4,5/5 stars  
[148apps.com](http://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](http://appsafari.com)

*“Fun carnival haunted house vibe.”* – 4/5 stars --- [gamezebo.com](http://gamezebo.com)

*“Pudding Panic is by far the best.”* --- [appsjp.com](http://appsjp.com)

## MEDIA / ONLINE / PROMO CODES

iTunes (App Store) Link: <http://itunes.apple.com/de/app/pudding-panic/id438513073?mt=8>

Official Website: [www.puddingpanic.com](http://www.puddingpanic.com)

- Gameplay Trailer
- Hilarious Teaser Video about our pudding star's bad experiences in the game industry...
- Presskit (English): [http://puddingpanic.de/press/English\\_Presskit.zip](http://puddingpanic.de/press/English_Presskit.zip)

### Promo Codes

Please send an e-mail to [ann-kristin.sterba@kunst-stoff.de](mailto:ann-kristin.sterba@kunst-stoff.de)

Subject: Promo Code, !! also note your name, company/paper/website and the info whether you wish the promo code for iPhone or iPad !!

Facebook: [www.facebook.com/PuddingPanic](http://www.facebook.com/PuddingPanic)

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

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*kunst-stoff is an independent game developer and producer based in Berlin, Germany. Until the company's official founding in 2008, kunst-stoff was a composite of freelancers, working together on interactive games and exhibits. 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 still produces interactive exhibits for clients in the industrial and cultural fields and is active in the development of new technology. PUDDING PANIC is kunst-stoff's first self-published game and the company's debut on iOS. (Contact see next page)*

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