

German Indie Game PUDDING PANIC scores sensational 93 points on metacritic.com

BERLIN -- 23. Juni 2011. kunst-stoff's PUDDING PANIC, the debut App Game of the Independent game developer based in Berlin, receives excellent reviews. The quirky Action Puzzle Game also was iPad GAME OF THE WEEK in the App Store in many countries.

In PUDDING PANIC, the player leads an anxious blob of pudding through a spooky haunted house.. „We are proud that with 93 points, we are part of the four best scores on metacritic.com,” says Patrick Rau, founder and creative director of kunst-stoff. On metacritic.com, games only get listed when they have received at least four official reviews from selected renowned review websites.

The ambitious kunst-stoff development team worked nine months on this “*stunning piece of art*” (Appsafari.com). Directly on the day of release, **PUDDING PANIC** was recommended by the App Store as “new and noteworthy” in 75 countries.

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:

“The game's 3D graphics look fantastic... 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
<http://www.slidetoplay.com/story/pudding-panic-review>

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

“This game is a must-play... Be prepared for a frighteningly fun ride!” – 5/5 stars --- appadvice.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's sound design is stellar, and deserves to be listened to with headphones... Pudding Panic is a frighteningly fun ride that shouldn't be missed by fans of quirky action puzzles!" -- 5/5 stars
<http://www.pauseunpause.com/2011/06/pudding-panic-review>

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

- 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

Promo Codes

Please send an e-mail to ann-kristin.sterba@kunst-stoff.de, Subject: Promo Code, !! also note your name, company/website and whether you wish the code for iPhone or iPad !!

Facebook: www.facebook.com/PuddingPanic

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

***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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