

Renowned design prize: kunst-stoff's Action Puzzle Game PUDDING PANIC wins the red dot seal of quality

BERLIN -- 27. Juli 2011. The jury agreed: In recognition of their excellent work **PUDDING PANIC**, an Action Puzzle game for iPhone/iPad, kunst-stoff will receive the sought-after red dot in "the red dot award: communication design", one of the largest and most internationally acclaimed design competitions. This testifies to the prize-winner's very high level of design. 15 jury members, all of whom are design experts of international repute, assessed every single one of the total 6,468 entries in a process that lasted several days. Just 608 works were awarded a red dot.

In **PUDDING PANIC**, a quirky action puzzle game for iPhone/iPad, the player leads an anxious blob of pudding through a spooky haunted house. The pudding has to find the 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...

Players test their courage in 48 suspenseful levels of the ghost ride and dive into four "*beautiful 3D worlds*" (appgefahren.de). 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.

"Year after year, the jury is overwhelmed by the wealth and the variety of the works submitted. Although the majority of the entries meet high quality standards, only the best designs win a red dot design award," explains Prof. Dr. Peter Zec, the initiator and CEO of the red dot. "In 2011, the jury again used its expert knowledge to assess the creative achievements of design 'veterans' but also of new, up-and-coming designers, placing a great deal of emphasis on originality, emotional and design quality as well as conciseness". The result is deserved winners that stood out amongst thousands of entries from 40 countries thanks to their excellent design.

The red dot design award is the world's largest design competition. The Design Zentrum Nordrhein Westfalen started honouring excellent design as far back as 1954, when it was called Industrieform e.V. The sought-after "red dot" has since become established as an internationally recognized seal of quality, and is now awarded in different disciplines. The winning works will be on show in the red dot design museum, which houses the world's largest collection of contemporary design.

Award ceremony and exhibition: All of the winners will be celebrated at a stylish award ceremony on 7 October 2011 in the Konzerthaus in Berlin. Afterwards, the Designers' Night will take place in the Alte Münze Berlin. The event will be a high-spirited party during the course of which the special exhibition "Design on stage – winners red dot award: communication design 2011" will be launched. The exhibition will showcase all of the award-winning works from 7 to 16 October 2011.

PRESS QUOTES from PUDDING PANIC reviews:

"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

"Fun carnival haunted house vibe." – 4/5 stars --- gamezebo.com

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

MEDIA / ONLINE

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

Official website: www.puddingpanic.com

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.*

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