

kunst-stoff's new iPhone game "The Great Jitters: Panic Ride" puts a panicked pudding on an endless roller coaster ride

BERLIN -- 30.10.2012 -- Berlin-based game developer kunst-stoff is proud to announce the release of their new iPhone game "The Great Jitters: Panic Ride". A sweet marriage of food and fear, the game puts the jello-like pudding "J. Jitters" on a spooky roller coaster ride and hits the App Store on the 30th of October.



Everyone's favourite serving of pudding J. Jitters is back on the rails, ready to conquer his fears but doomed to a never-ending ride through the creepy 3D worlds of a haunted house!

This high-speed collision of dessert and disaster is based on a survival mechanism: the pudding's movements are controlled through tilt-sensing technology while his train increases in speed every second. The player's task is to catch the right rail of the tracks, collect crazy weapons, boosters, and power-ups, and survive as long as possible in a world full of dangerous witches, skeletons, ghosts, and goblins.

Whizz along the tracks, dodge the dangers in the dark, and scare off the spooky monsters along the way!

The game— rendered in a comical and creepy style— is an engaging endless runner game for players who want to challenge their reaction skills in a game full of humor and horror! "The Great Jitters: Panic Ride" is a spin-off of the critically-awarded puzzle game "The Great Jitters: Pudding Panic", which received the honour of the German Game Developer Award 2011, the German Computer Game Award 2012, the Red Dot Design Award 2011, and the Pocket Gamer Gold Award 2011.

"Fans of our jiggling jelly can expect more soon", said Patrick Rau, CEO and Creative Director of kunst-stoff. "The Facebook game „The Great Jitters: Haunted Hunt“ will be released this week and we are already working on the next adventure for our little thrill-seeking pudding J. Jitters."

Pricing and Availability: "The Great Jitters: Panic Ride" will be available at the 30th October on iPhone for 0.89€/0.99\$ at the App Store.

kunst-stoff is an independent game developer and producer based in Berlin. kunst-stoff also produces interactive exhibits for clients in the industrial and cultural fields and is active in the development of new technology. In 2008, kunst-stoff was a composite of freelancers, working together on interactive games and exhibits. In the meantime, the company has grown into an award-winning game developer.

MEDIA / ONLINE

Official website and presskit: http://www.thegreatjitters.com/panic_ride.html

Facebook: <http://www.facebook.com/thegreatjitters>

Download: At the 30.12.10 from http://www.thegreatjitters.com/panic_ride.html or at the App Store

CONTACT / PROMO CODES

Jasmin Kobin // jasmin.kobin@kunst-stoff.de

kunst-stoff GmbH// Rungestr. 22-24, D-10179 Berlin, Germany

www.kunst-stoff.de

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