Dear Media Partners,

this press release is for immediate release. Please find the entire release below.

Kind regards,

your remote control productions press team

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- PRESS RELEASE -

The classic jigsaw puzzle app developed by Ravensburger Digital in close cooperation with Wolpertinger Games delights European puzzle fans

Top-scores for top quality: Ravensburger Puzzle is a success throughout Europe

Munich, April 23rd 2014 – Developed by Ravensburger Digital in mutual collaboration with Wolpertinger Games, "Ravensburger Puzzle" has been pleasing puzzle fans since its release on March 27th 2014. Thanks to excellent customer-reviews and holding a spot within the top 10 of AppStore-charts all over Europe, the digital puzzle game for Apple's iPad is a total success. Sebastian Bender from Wolpertinger Games thinks that this is mainly due to the outstanding team-work and the high quality of the game:

"In close collaboration with our partners from Ravensburger Digital we invested a great deal of hard work in order to convey the authentic puzzle feeling of the original directly to mobile devices. We are very happy about the result being such a high quality Ravensburger product that resonates so positively with puzzle fans throughout Europe!"

Volker Hirsch, Head of Product Development: "Jigsaw Puzzles have delighted an incredible amount of people ever since. Finally, thanks to our new Puzzle-App it

is possible for puzzle gamers to experience their passion also on Apple's iPad – with all the benefits the medium has to offer. Our aspiration of offering a high quality product is a great challenge for the developers. In this regard, the team of Wolpertinger Games convinced us all along the line which is being reflected noticeably by all the satisfied customer reviews. "

Uniting the traditions from the classical world of puzzles with the opportunities of the digital world on the iPad, "Ravensburger Puzzle" offers a huge selection of puzzle motifs, intuitive iPad controls, original Ravensburger quality and beginner-friendly tutorials. Additionally, the authentic puzzle game also provides beginners, kids and puzzle pros with original Ravensburger puzzle stamps ranging from 20 to 500 for 100 % of puzzle fun.

App Store-Link: Ravensburger Puzzle

About Wolpertinger Games

Wolpertinger Games is an independent game developer with the vision of creating games based on highly sophisticated, polished and fun gameplay mechanics. Versatility and flexibility are two of the core values. Working with cutting-edge technology, utilizing agile development and a sound approach to various platforms are basis for the focus on creating fun gameplay for the right audience. Wolpertinger Games was founded by Sebastian Bender and the independent production company remote control productions GmbH in 2010. The team already formed in 2009 at university – developing an early prototype of the innovative 1st-person puzzle platformer Phobos that was nominated for multiple international games awards, winning a Gamesload Newcomer Award in 2009 and the Game Connection America's Selected Projects "Best Game 2012" Award. The company published two Xbox® LIVE Indie Games, Quizocalypse and Poopocalypse, developed the cross-platform iOS and Facebook trivia Kwizzer and co-developed the mobile title "John Woo's Bloodstroke" with Chimera Entertainment.

Homepage: <u>www.wolpertingergames.com</u>

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