



FDG's "Parachute Panic" (iPhone) Surpasses 1 Million Downloads

*Major Update v1.2 Submitted, to Apple App Store and includes
Scoreloop's Mobile Social Technologies*

(MUNICH, GERMANY – AUGUST 26, 2009) **Parachute Panic** became a single success story since its launch on the iTunes App Store on 05/29/2009. Within 2 weeks it became a blockbuster iPhone arcade-game, selling more than 100,000 copies. It reached the #1 Top paid (all apps) position in 4 countries and #6 Top paid app in the US Apple App Store. After the launch of the free, Lite version on 08/05/2009, Parachute Panic quickly returned to the Top 100 paid games list in numerous countries. More detailed statistics:

Parachute Panic Lite: Among **Top 100 Free Games** in **42 countries**
Paid Version: Among **Top 100 Paid Games** in **28 countries**

Both versions sum up to a whopping **1 million downloads and growing** and still selling thousands of paid copies/day. In celebration of the tremendous success, FDG recently submitted a major update, which should go live in the Apple App Store in just a few days:

Parachute Panic v1.2 is submitted, with **Scoreloop's social** technologies:

- Online **High Scores**, separated into EASY/NORMAL mode scores
- **Buddy Lists** with direct friend invitation (invited from contacts, email or Facebook)
- Live player **Challenges** feature **with Push Notifications**

Additionally in Parachute Panic v1.2 players will experience:

- Enhanced Music Options
- Win back lives!
- Upgrade permanent lives to 10
- New Bonus: Collect fishes
- Accelerate movements with a double swipe

Besides the tremendous game play upgrade, v1.2 makes use of the highly advanced Scoreloop Social Gaming SDK (software development kit). FDG and Scoreloop add to the overall game play experience by offering social networking features that connect people.

"We're all big fans of Parachute Panic. Scoreloop is behind the scenes driving game discovery as players add friends to buddy lists and challenge them. We're helping to make the game even more addictive," said **Marc Gumpinger, Scoreloop CEO**.

About the game:

Parachute Panic is a casual game that requires you to successfully land a host of parachutists into passing boats. Players must beware of imminent dangers such as helicopter blades, U.F.O's, sharks and thunder clouds.

The unique drawing style and addictive game play gathered a lot of interest from gamers all around the globe and quickly captured their hearts. Who could withstand such a simple to play yet hard to master minute killer, offering beautiful hand drawn graphics, smooth animations, catchy a-capella music and awesome sound effects in one inexpensive \$0.99 app download.

YouTube Video: http://www.youtube.com/watch?v=bmW79ok_DkM

About Scoreloop:

Scoreloop is the technology leader in mobile social gaming bringing online high scores, player challenges and viral distribution to game developers and publishers. Scoreloop focuses on partnering with indie and large game developers and publishers providing them mobile social gaming technologies that build community and drive game discovery. Scoreloop is venture funded by Target Partners and Earlybird. To find out more about Scoreloop go to www.scoreloop.com or download the free Scoreloop Community App for the iPhone in the App Store. Follow us on Twitter and Facebook: Scoreloop.

About FDG Entertainment:

FDG Entertainment is a leading developer and publisher of highly creative download games for major platforms including the iPhone and casual game consoles. The company has been founded back in 2001 and is located in Munich, Germany. FDG Entertainment produced more than 40 critically acclaimed blockbuster games. The most recent success is Parachute Panic for the iPhone, having reached more than 1 million downloads

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