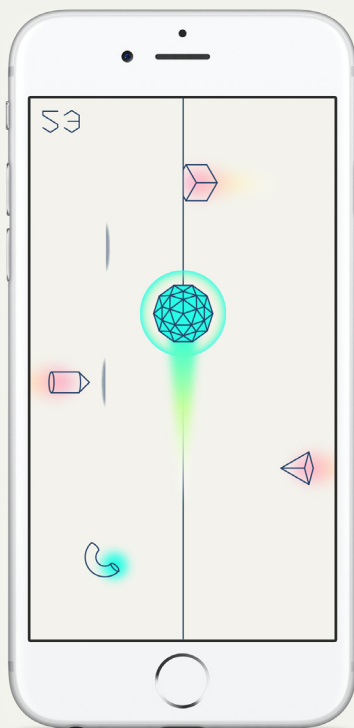
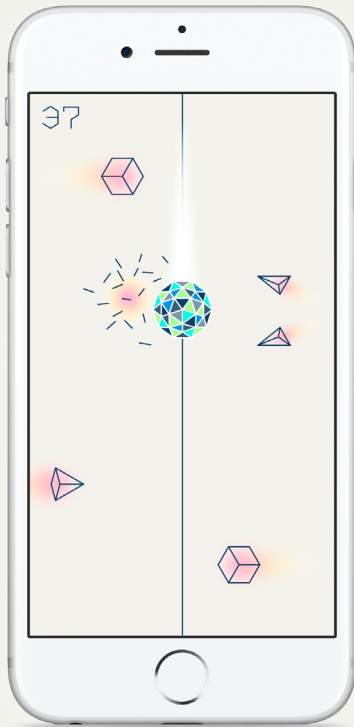


GRUMZ



'GRUMZ', THE FIRST INFINITE STOPPER, NOW AVAILABLE ON THE [APPLE APP STORE](#) AND [GOOGLE PLAY](#).

The first infinite stopper is here! Grumz introduces a new, fun and simple core gameplay mechanic: constantly on the move, press anywhere to stop and avoid the incoming Grumz.

Toronto—January 14, 2016—Picnic Game Labs introduces its premiere game release, Grumz. A geometric structure—glowing with energy and always on the move—bounces up and down on a vertical axis across the screen. It can be stopped momentarily by the player to avoid incoming enemies (Grumz) or to collect power-ups.

Grumz allows players to explore a fresh, new gameplay with a twist. By pressing and holding anywhere on the screen, players learn to control and master the continuous movement of the geometric structure. The players' reflexes and play wits are challenged by avoiding the different types of incoming Grumz. Players can also collect multiple power-ups that enable offensive and defensive capabilities against the Grumz to survive and score big! A minimal visual aesthetic and dream-like sound design compliments the fresh gameplay concept, instantly pulling players into a game that belongs on every mobile device.

Grumz has been awarded 1st place by industry judges for the Big Indie Pitch at the Montreal International Game Summit 2015. Describing the win, Matt Suckley of [Pocket Gamer](#) writes, "The fact that the game managed to impress the judges in only four minutes of gameplay is, to some extent, proof of its success in the moment-to-moment experience". Jim Squires of [Gamezebo](#) names Grumz "One of the best mobile games of 2015". Grumz has also been covered by Japan's [Famitsu](#) business blog.

"Simplicity wins the day"

- Matt Suckley, [Pocket Gamer](#)

"It sounds simple, but [as you'd expect] gets challenging rather quickly. There's a beautiful minimalist approach to both the visuals and the gameplay in Grumz."

- Jim Squires, [Gamezebo](#)

Grumz has been developed by Picnic Game Labs, an emerging game development studio founded in Toronto. For more information on Grumz and Picnic, please visit: www.picnicgamelabs.com.

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