

FOR IMMEDIATE RELEASE

***Countdown to Christmas - Holiday Puzzles* Released for the iPad**

Interactive Holiday Puzzle App Available Now in the iTunes App Store

SAN JOSE, CA - November 19, 2010 - Twigsbury today released their first app, *Countdown to Christmas - Holiday Puzzles*, is now available for the iPad. *Countdown to Christmas - Holiday Puzzles* is an interactive puzzle application with illustrations by the Kersten Brothers Studio.

With *Countdown to Christmas - Holiday Puzzles* you stroll through Santa's Village to open rib-tickling picture puzzles. When complete, the puzzles become interactive scenes with animations and sounds that bring them to life.

"I am truly proud of *Countdown to Christmas - Holiday Puzzles*" said Brian Tharp, Co-founder of Twigsbury. "I am particularly pleased with how it grabs and holds kid's attention. They get so immersed in the puzzles and have great fun exploring the completed pictures. You can also change the difficulty level of each puzzle, making it fun for kids of all ages."

The app includes custom recordings of 12 classic holiday melodies. "The music is quaint and festive." said Brian. "I love hearing my daughters hum along as they puzzle away. And, perhaps more importantly, I don't get unnerved after listening my kids play it for an hour."

Countdown to Christmas - Holiday Puzzles is available for \$1.99 in the U.S. and is priced accordingly in other regions. *Countdown to Christmas - Holiday Puzzles* is available worldwide from Apple's App Store for the iPad, or by visiting: www.twigsbury.com.

Please visit www.twigsbury.com for more *Countdown to Christmas - Holiday Puzzles* information, including videos and screenshots of the application.

Twigsbury, an independent publishing company based out of San Jose, California, was formed in 2010 by Brian Tharp and Bill Daggett for the purpose of publishing fun, creative, interactive applications especially for kids, but fun for the whole family.

At Twigsbury, we are inspired by the potential of mobile media to delight and educate in new and immersing ways. We enjoy how new technologies allow us to build tactile, interactive experiences that stimulate the senses. We crave opportunities to craft something unique and innovative. But mostly, we love to create fun stuff that makes our kids, our friends, and our families smile.

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