



Amuse Labs is the leading platform for crosswords, sudoku, word search, quiz, jigsaw, and other word, logic and image-based games.



## Our Platform



Our PuzzleMe™ platform provides a smooth, responsive user experience on mobile, desktop and tablet, and an easy, CMS-like workflow at the backend. We support 12 types of Smart Games that can be deployed on your website or in apps. We can import content from you, or in many cases, provide our own.

## Our Smart Games

Please look at our [games page](#) for more information.

Crossword	Sudoku	Word Search	Word Flower	Quiz	Codeword
Kriss Kross	Picdoku	Wordoku	Killer Sudoku	Jigsaw	Variety games

## Market Validation

Amuse Labs has been selected by many of the world's premier publications. We support millions of plays in many languages and work with media companies from Australia to Norway and India to the United States.

The Washington Post		Los Angeles Times		The Guardian
THE NEW YORKER	Vox	The Atlantic	DERSTANDARD	EL PAÍS

# PuzzleMe in Action

Below is a sample of use cases for PuzzleMe.

Free, ad-supported puzzles: **The Washington Post** ([link](#)), **Los Angeles Times** ([link](#)), **The Atlantic** ([link](#)) and **El País** ([link](#)).

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iOS and Android subscription apps built by Amuse Labs for **The Guardian** ([iOS link](#)) and ([Android link](#)) with multiple levels of crosswords, sudoku, codewords and killer sudoku. Read more about the launch ([link](#)).

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A metered paywall approach: **The New Yorker** ([link](#)), and integration into the New Yorker Today app ([link](#))

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A signature feature: users can play any game with a friend. See **The Atlantic** ([link](#)); Look for the human figure with a + sign at the top of the puzzle. Or The **New Yorker** ([link](#)); hit 'Partner Mode' at the top.

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Our unique sudoku assist feature that teaches users how to improve: **The LA Times** ([link](#)). Hint: Look for "Get a hint" under the Assist drop down.

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An example of our version of Polygon/Spelling Bee/Word Wheel: **Morning Brew** calls it Turntable. ([link](#))

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Branded Content games developed with **Condé Nast** for **Duolingo** ([link](#)) and **Netflix** ([link](#)). We can also deploy games in IAB-standard size ad units.

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## Our History

Amuse Labs was born in 2014 out of a collaboration between the Computer Science and Journalism departments at Stanford University.



## Our Mission

Provide publishing partners with innovative, customized puzzle experiences that are digital first and reflect their brand, look and feel. We are committed to helping organizations and content creators delight their audiences with playful products on the web, in-app and on any other platform.



## Our Strategy

Develop deep expertise in this area and bring to our work the highest standards of excellence in software development and support, making us the clear choice for any publisher wishing to provide a high-quality puzzle UX that increases engagement, new/returning visitors and monetization.



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