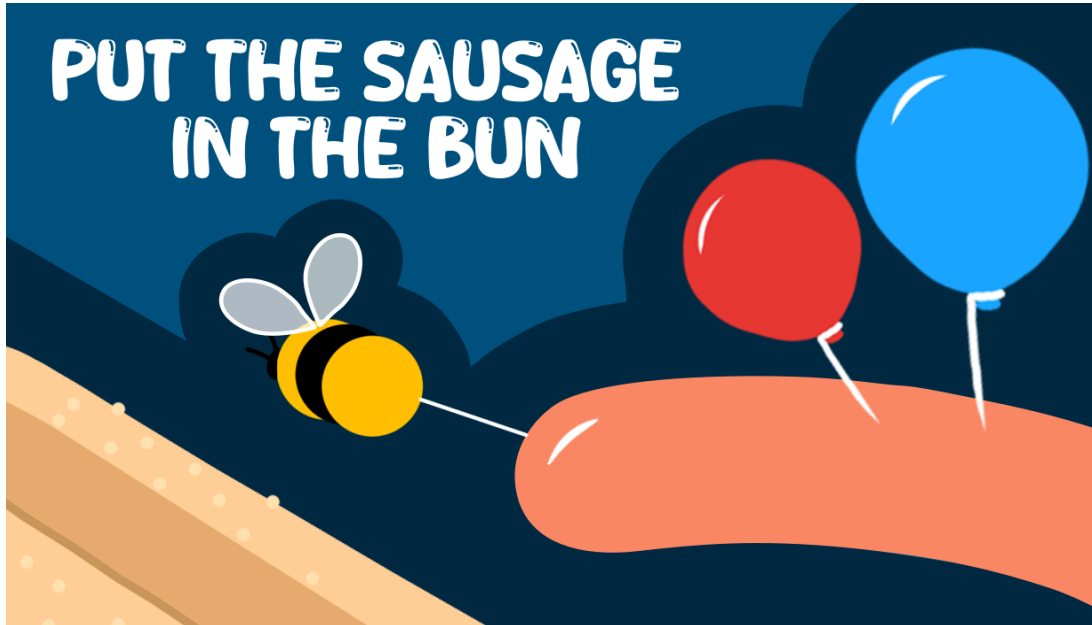


For immediate release

Press kit: <https://polysoup.dev/press/>

Trailer: [Put The Sausage In The Bun Update! - YouTube](#)

Review keys available upon request: <https://www.keymailer.co/g/games/5f734a23>



THE WORLD'S #1 GAME ABOUT PUTTING A SAUSAGE IN A BUN LAUNCHES FREE EXPANSION

Swedish Studio Releases Free Expansion with Three New Levels and Crowd Control™ plugin for Streamers!

Skellefteå, Sweden – March 4, 2025 – Swedish indie game studio **Polysoup Interactive** has just launched a free update for *Put the Sausage in the Bun* on Steam.

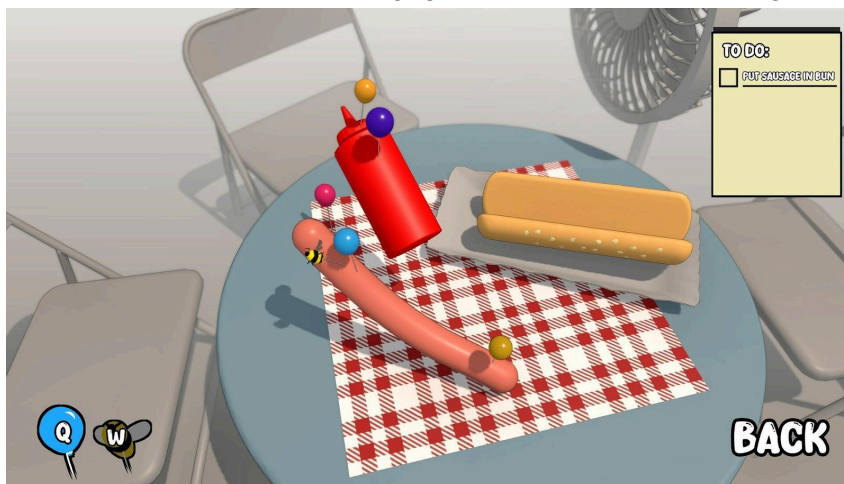
The expansion adds three new physics-based levels where players must guide a sausage into a hotdog bun using balloons and bees. Sounds simple? Think again! - especially if you are a Streamer brave enough to turn up the challenge in exchange for donations.

The update also introduces **native support for Crowd Control** - the renowned app that lets viewers interact with the games played on stream in real-time. The viewers can make the streamers' gameplay harder (or just more chaotic) unlocking new levels of ~~trolling~~ interaction with their favourite streamers on all platforms, including Twitch, YouTube, TikTok LIVE, and Discord.

About the Put the Sausage in the Bun:

A physics-based puzzle game the objective is simple — get the sausage into the bun. Use balloons and bees to move the sausage through various obstacles, with realistic sausage-y physics making everything a greater challenge than it needs to be. As you progress, new levels introduce new challenges, requiring more precision, fast and creative thinking to complete.

The game first released in November 2024 and was picked up by streamers worldwide. Watching influencers and their audiences embrace the chaotic sausage-y gameplay inspired Polysoup Interactive to create a free expansion with new content as well as new ways for streamers to monetize and engage their communities through CrowdControl.



About Polysoup Interactive:

Polysoup Interactive is an indie game studio driven by creativity and innovation. Founded in 2024 by Samuel Lundsten and Fredrik Lindahl —both educators at Luleå University of Technology. They are a small but passionate team based in Skellefteå, Sweden. Their mission is to craft unique experiences that challenge traditional game concepts and push the boundaries of interactive entertainment.

Their first title, Put the Sausage in the Bun, quickly gained attention for its quirky mechanics and lighthearted humor.

About CrowdControl:

For Creators, Crowd Control is an app that lets their communities interact with the games they play on stream. For Game Developers, Crowd Control is a no-cost, no-hassle tool in the developer toolbox to add livestream interactivity to their games. Crowd Control supports 100+ games and has helped 70,000 creators make over \$2.5MM in extra income. For more information on Crowd Control, visit crowdcontrol.live

Press contact:

Mattias Sandström
contact@polysoup.dev

