

For Immediate Release

## **Christmas Quest Delivers the Holiday Goods for Casual Gamers**

Moraga, CA. November 1, 2006 -- Game developer Spinapse is proud to announce the release of Christmas Quest, the ultimate stocking stuffer for casual gamers in search of a holiday challenge. Part scavenger hunt, part quiz-show competition, Christmas Quest explores the history, traditions, and funny quirks of Christmas celebrations around the world. The mix of seek-and-find game play, fun facts, and offbeat humor will appeal to adults as well as kids.

Each round starts with a set of 9 photo assignments chosen at random. You navigate the globe, exploring live-action scenes in search of your assignments. Find a match, then snap a photo and drag it to the correct slot on the game board. Each matching photo gets you quick cash, a spin of the Big Wheel, and a shot at score-boosting trivia about Christmas. High scores are posted to the Worldwide Scoreboard.

Christmas Quest's unconventional brain twisters are full of surprises and subtle humor. "We had a lot of fun making this game," says John Taylor, President of Spinapse. "Players will recognize the seek-and-find game play that has become very popular with casual gamers. And the quiz-show element in Christmas Quest adds a level of challenge and strategy that bumps it up a notch."

Christmas Quest is based on the software engine used for the pioneering Photo Hunt series that won MacHome Editor's Choice Award for "Best Family Game of the Year", Macromedia's People's Choice award, and an Oppenheim Toy Portfolio Gold Seal Award.

### **Price and Availability**

Christmas Quest is available for download at [www.spinapse.com](http://www.spinapse.com) or as a CD-ROM at Amazon.com.

Trial version: Free

Unlimited play (download): \$14.95

Unlimited play (CD-ROM): \$19.95

Available for Windows 98/NT/2000/ME/XP and Macintosh 10.2 or higher

### **About Spinapse**

Spinapse makes games for brains. The company was formed in 2004 by Bill Purdy and John Taylor, two veterans of the educational software industry. Both are alumni of the Harvard Graduate School of Education and have created award-winning products for companies such as Lucas Learning, MSN, Viacom, Riverdeep, the Library of Congress, shockwave.com, and Apple Computer.

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Evaluation copy available on request.

Spinapse press room:

<http://www.spinapse.com/press/>