For Immediate Release

Photo Hunt in Hawaii Brings Virtual Travel to Online Games

Moraga, CA. June 14, 2005 -- Game developer Spinapse announced the release of Photo Hunt in Hawaii, a new brand of entertainment software that combines virtual travel, quiz show competition, and location-based trivia. Designed for the casual gamer, Photo Hunt uses offbeat humor and real world settings to appeal to adults as well as kids.

Game play in Photo Hunt centers around 24 live-action scenes, where you seek out and photograph your assignments to place on the game board. To add realism to the scenes, Spinapse eschewed 3D models in favor of live footage shot on location in Hawaii. Animals, people, and other objects were painstakingly processed and then programmed with their own behaviors and intelligence. As a result, they come and go in their natural settings, doing what they normally do -- swimming, flying, surfing, and generally going about their business.

Players, on the other hand, are out for fame and fortune. Each matching snapshot gets you quick cash, a spin of the Big Wheel, and a chance to show what you know about the culture, history, and inhabitants of Hawaii.

"Hawaii has a lot going for it besides beauty," says Bill Purdy, CEO of Spinapse. "We wanted to include the customs and the people and the oddities that make the islands interesting and unique."

Photo Hunt in Hawaii uses the software engine created 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
Photo Hunt in Hawaii is available for download at 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.

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