

PianoHead Puts a New Spin on Music Theory.

Seattle, WA. June 1, 2006 -- Game developer Spinapse announced the release of PianoHead, a competitive new game and learning tool. PianoHead makes it easy to learn and practice the fundamentals of music theory and compete with players from around the world.

PianoHead is designed to build automaticity in the areas of note recognition, scales, intervals and key signatures. Using a clean interface with simple, consistent navigation, players can easily work on specific areas of choice and measure their own progress. A timer and scoreboard keep track as players build their skills.

The PianoHead Challenge is the game that pulls it all together. Players start with three lives and compete through 16 increasingly difficult levels. The cumulative score builds as players successfully complete each round. Bonus lives and bonus points can be added if enough points are earned during a round. Once a player runs out of lives, or finishes the final level, they can enter their score on the Worldwide Scoreboard.

Announcements about ongoing contests, prizes and recent winners will be available on the website (www.pianohead.com).

Price and Availability:

PianoHead can be purchased at www.pianohead.com. The CD-ROM sells for \$19.95 and a downloadable version sells for \$14.95. A free trial is also available on the website. PianoHead runs on 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, Electronic Arts, MSN, Viacom, Riverdeep, the Library of Congress, and Apple Computer.

Contact:

Bill Purdy
Spinapse
(206) 780-7988

###

Spinapse Press Room:

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