

Hamburg, July 17<sup>th</sup> 2007 (1<sup>st</sup> press release)

Hamburg gains a new game-forge.

Twintime software & entertainment GmbH established in the hanseatic city

Nothing less than revolutionizing the action-adventure genre is the goal of the young company Twintime software & entertainment GmbH.

Innovative interfaces and an extraordinary plot shall make ODESSA TWINS - firstling of the software company established in June 2007 - an unforgettable game-play experience for PC and consoles.

This is what the founders, games producer Dieter Eichert, computer scientist Lars Hodum, film director Stefan Bronneke, software architect Michael Molkenthin and their crew, work on with every emphasis.

The prototype of this mystery-adventure should be done in early 2008 and surprise investors and press with groundbreaking development.

You'd like to know more? You're welcome.

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