



PRESS RELEASE

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ODESSA TWINS will be running with "Vision Engine".

Twintime's mystery action-adventure built on middleware by Trinigy

Twintime is developing it's current 3D-action-adventure "Odessa Twins" with Trinigy's "Vision Engine".

Dieter Eichert, gamedesigner and Twintime's CEO is looking forward to collaborate with Trinigy: "With Vision our studio gets a good starting point to implement the prototype. So we are able to keep our focus entirely on gameplay."

Also Twintimes head of development and co-founder Michael Molkenthin shall have encountered Trinigy's support in a manner, that it seems like having second coding team in the backend.

Lars Hodum, producer and also founder at Twintime, is keeping track of development costs. With relief he says: "By hiding the hardware a middleware like Vision is minimizing the expense of porting between the different gaming consoles."

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