



Hamburg, July 8<sup>th</sup> of 2008

### **„ODESSA TWINS“ conquers Europe**

*After the grant of local business development authorities  
also Brussels supports the Action-Adventure from Hamburg.*

Twintime's „ODESSA TWINS“ is Germany's only interactive project that has convinced the EU-commission and receives the third highest grant of its scope from Brussels' this year.

Creative director Stefan Bronneke is pleased: “With the financial support from Brussels we're able to accelerate further development of the prototype. In its first stage we've designed narration, arena and characters and produced a gripping tech-demo involving voice enhanced gameplay. Right now we're in the process of interlinking AI and dialog-system dynamically to have the complex cinematic story bandying when playing numerous suspenseful surprising variations.

Four major publishers have shown broad interest in the production of mystery action-adventure “ODESSA TWINS” from Hamburg. Committing to a new IP is not at all a jump onto a rolling train but a giant opportunity since a new brand can be diversified completely. Production coordinator Lars Hodum: “Regarding suspense, 'ODESSA TWINS' jumps into tradition of the Capcom 'RESIDENT EVIL' and Konami 'SILENT HILL’ series. Our smart and attractive avatar is inspired by the 'TOMB RAIDER' series or UbiSoft's 'BEYOND GOOD AND EVIL'. References are as well Majescos' 'PSYCHONAUTS' and Lukas Arts' 'GRIM FANDANGO' for what one can expect from 'ODESSA TWINS'.”

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