



**For Immediate Release**

**The Adventure Company to Publish *The Moment of Silence* in North America**

Toronto, Canada - January 11, 2005 - The Adventure Company today announced it will publish *The Moment of Silence*, an espionage thriller, for Windows® in North America.

*The Moment of Silence* is a classic point-and-click 3<sup>rd</sup> person adventure game set in New York City in 2044. Players step into the role of Peter Wright, an advertising executive currently heading up the Government's 'Freedom of Speech' campaign. When a heavily armed SWAT team storms his neighbor's apartment, Peter must uncover the truth behind his mysterious disappearance as he becomes drawn into the deceptive worlds of corruption and power.

"We're thrilled to be publishing one of the year's most anticipated adventure titles," said George Chastain, Executive Producer at The Adventure Company. "*The Moment of Silence* is certain to entertain both traditional adventure gamers, and anyone seduced by espionage, politics and the quest for global power."

"We are very pleased to be working with The Adventure Company," said Tran Trung Hiep, Head of Sales and Marketing at House of Tales. "We're confident that their distribution power and publishing expertise will make *The Moment of Silence* one of the strongest adventure game titles of 2005."

*The Moment of Silence* marries fully-rendered, animated backdrops with a traditional and intuitive adventure interface, resulting in one of the best-looking examples of adventure gaming in today's market. The game mixes real-world locations with fictitious environments to create immersive and incredibly varied worlds.

*The Moment of Silence* offers more than eight hours of professional voice talent for heart-pounding drama that sounds as good as it looks. Traditional adventure puzzles are fused with dialogue choices and moments of high drama, putting the game on par with some of cinema's greatest thrillers, where action sequences are integrated to create a constantly challenging adventure.

**Games features**

- Unique, highly immersive espionage thriller story
- Multiple choice dialogues
- A cast of more than 35 true-to-life 3D characters to interact with
- 75 realistic locations
- 30 minutes of full-screen video
- Lip synchronization using phonetic voice analysis allowing real-time facial expressions
- Motion captured animation and dynamic dialog scenes featuring evolving camera work

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- Intuitive interface and mouse-driven navigation

*The Moment of Silence*, scribed by German adventure masters 'House of Tales', was released in Europe late in 2004. The game has an anticipated ESRB rating of 'T' for Teen and will ship in February 2005. For more information, visit [http://adventurecompanygames.com/moment\\_of\\_silence/index.html](http://adventurecompanygames.com/moment_of_silence/index.html).

### ***About The Adventure Company***

The Adventure Company, a division of DreamCatcher Inc., is the worldwide leading publisher and distributor of interactive entertainment software devoted exclusively to the adventure game market. Its extensive portfolio of best-selling and award winning games includes the *Atlantis series, Syberia, The Omega Stone, Dark Fall and Broken Sword: The Sleeping Dragon*. Currently under licensed development is a series of video games based on best selling novels created by legendary mystery author *Agatha Christie*. More information about The Adventure Company and its products can be found at <http://www.adventurecompanygames.com>.

### **For more information:**

Tara Reed  
North American PR Manager  
The Adventure Company  
[tara@tacgames.com](mailto:tara@tacgames.com)  
416-650.9600 Ext. 268