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Realtime Associates Announces First Title for New Audio Adventure Game Category for the iPhone™ and iPod® Touch

EL SEGUNDO, Calif. – October 6, 2008 – Realtime Associates, one of the longest established independent video and computer game studios in operation, announced today that it will launch **Realtime Audio Adventures**, a collection of interactive audio adventure games designed exclusively for the iPhone™ and iPod® touch. Their first title for the new category, ***Soul Trapper***, will be available later this month.

Realtime Audio Adventures are compelling “interactive radio dramas” or “audio text adventures” that intertwine audio stories with interactive gameplay to create in-depth storylines that require the active participation of the listener to complete. These long-form casual games have serious plotlines and feature complex stories that involve solving puzzles, listening for clues, and even mastering action sequences.

“Realtime has taken a distinct approach to App Store game development,” said David Warhol, president of Realtime Associates. “Instead of gameplay being strictly visual, the player must listen to follow along with the story to discover information and unlock clues that drive the story. It’s an *audio* adventure game rather than a standard *video* game.”

Soul Trapper follows the turbulent life of Kane Pryce, a 27 year-old drifter who possesses a mysterious device known as the Soul Trap. The Soul Trap is a supernaturally charged object that allows him to hunt down, capture, and send ghosts from the earthly realm to the afterlife. In this chilling adventure story, players help Kane unlock the mysteries surrounding a haunted church that stirs newfound emotions while navigating a maze of gangsters, dames, ghosts, and demons!

Realtime Audio Adventures today also announced two audio adventure titles in development for the iPhone and iPod touch; ***Bloodvine***, a modern day vampire action/romance, and ***L.A. Knight***, a classic noir-style detective story set in Los Angeles in the late 30s.

To find out more about **Realtime Audio Adventures**, please visit:
www.RTAudioAdventures.com.

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About Realtime Associates, Inc.

Realtime Associates, Inc. is one of the longest-established independent video and

computer game studios in operation today. Founded in 1988 by David Warhol, Realtime Associates has released over 85 consumer products on major videogame consoles, hand-held platforms as well as the PC. Realtime specializes in the development of ESRB EC, E, E10+, and T rated entertainment software titles, and has developed original titles as well as titles based on popular cartoon and children's licenses. Past clients include Sega of America, Electronic Arts, Midway, Acclaim, Mattel, and THQ, among others. For more information, visit www.rtassoc.com.

MEDIA CONTACTS:

Brandon Price
Reverb Communications
209.586.1495 x113
Brandon@reverbinc.com

Tracie Snitker
Reverb Communications
209.586.1495 x104
Tracie@reverbinc.com