

FOR IMMEDIATE RELEASE

**JOWOOD/DREAMCATCHER GO HOLLYWOOD FOR UPCOMING
'HARDY BOYS: THE HIDDEN THEFT' PC GAME**

Jesse McCartney and Cody Linley to Provide Voice Talent for Frank and Joe Hardy

Toronto, Canada, May 14, 2008 – Tapping the talents of two of Hollywood’s rising young stars, JoWood and DreamCatcher Games, leading worldwide publishers and distributors of interactive entertainment software, working in conjunction with Resnick Interactive Development, LLC, today announced that they have signed on teen media titans Jesse McCartney and Cody Linley to lend their talents as the voices of Frank and Joe Hardy in the forthcoming PC game, ***The Hardy Boys: The Hidden Theft***.

“Securing the voice talent of Jesse and Cody really enhances the overall entertainment experience for our fans,” said Byron Gaum, Global Product Marketing Manager, DreamCatcher Games. “We are thrilled to be working with both stars on making ***The Hidden Theft*** one of the most captivating Hardy Boys mysteries to date.”

“It’s very exciting having Jesse McCartney and Cody Linley on the project,” said Mike Adams, Producer of The Hardy Boys franchise for DreamCatcher Games. “They are such great young talents, and I look forward to working with them both.”

Emmy award-winning daytime actor and platinum-selling recording artist Jesse McCartney makes his way back to the videogame space as he takes on the voice of elder brother Frank Hardy in ***The Hardy Boys: The Hidden Theft***. Now a veteran at lending his voice to a videogame character, Jesse will help guide Hannah Montana star, Cody Linley as he rounds out the famous mystery solving duo by lending his voice as Frank’s younger brother, Joe Hardy.

In ***The Hardy Boys: The Hidden Theft***, the vault of the Spencer Mansion is robbed, and the Bayport Police call on the Hardy Boys to help tie up some loose ends, but they soon find themselves in the middle of a major criminal investigation that takes them on an adventure all over Bayport, and even into New York City. But the pieces don’t add up, and Frank and Joe find themselves embroiled in a drama of sinister proportions. Is the recent theft linked to something from the past? Can Frank and Joe find and decipher the clues in time to prevent another crime from happening?

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Developed by XPEC Entertainment Inc., *The Hardy Boys: The Hidden Theft* is expected to be available for PC users this fall at retail outlets nationwide. For more information about *The Hardy Boys: The Hidden Theft* please visit www.dreamcatchergames.com.

About The Hardy Boys

With over 100 million copies of their beloved books in print, America's original crime scene investigators, Frank and Joe Hardy, are riding a wave of classic retro popularity combined with a whole new attitude.

Since 1928, Simon & Schuster and Grosset & Dunlap have published The Hardy Boys classic editions, currently selling over 1 million copies annually. The new contemporary series *Hardy Boys: Undercover Brothers*, featuring the boys as spies for American Teens Against Crime launched in 2005, with an additional Super Mystery published every summer.

About DreamCatcher Inc.

Established in 1996 and located in Toronto, Canada, DreamCatcher Inc. is a leading worldwide publisher and distributor of interactive entertainment software for Windows® as well as the leading hardware platforms, including Xbox 360™, PlayStation® 3, Wii™ and Nintendo DS™.

DreamCatcher is owned by JoWood Productions, an Austrian based videogame publisher traded on the Vienna stock exchange. DreamCatcher markets its products under two popular labels: *DreamCatcher Games*, featuring the critically-acclaimed, bestselling game *Painkiller*; and *The Adventure Company*, the number one brand for PC adventure game sales worldwide including award winning titles such as *Syberia* and *Agatha Christie: And Then There Were None*.

Visit www.dreamcatchergames.com for more information.

About Simon & Schuster

Simon & Schuster, a part of the CBS Corporation, is a global leader in the field of general interest publishing, dedicated to providing the best in fiction and nonfiction for consumers of all ages, across all printed, electronic, and audio formats. Its divisions include Simon & Schuster Adult Publishing, Simon & Schuster Children's Publishing, Simon & Schuster Audio, Simon & Schuster Online, and international companies in Australia, Canada, and the United Kingdom. For more information, visit our website at www.simonsays.com.

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About Resnick Interactive Development, LLC

Established in 2000 and located in Los Angeles, CA Resnick Interactive Development, LLC, is a boutique talent acquisition and audio production company exclusive to the videogame marketplace. Todd Resnick has been the Casting Executive on over 50 videogame titles with a number of foreign developers and publishers. His expertise aids in delivering A-List actors to Game Makers worldwide. Resnick Interactive also recently launched the online game music utility www.gamecues.com.

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