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CONTACT: James Polanco (877)-299-7999

Pirates Meet The Apprentice and Join Forces to Combat Evil

New Fantasy Adventure Sets its Sights on Teen Literacy and The Culture of Corruption...but You'd Never Know it!

(Matawan, New Jersey) In an age where kids read less and play more while overindulgent fat cats flaunt their power and line their pockets, interactive fiction publisher Malinche Entertainment fights back with their latest interactive fiction release. Pentari: The Apprentice (Malinche Entertainment, May 2007, \$9.95-\$34.95) delivers old school fun with modern-day punch that's sure to keep fans reading all summer long.

Pentari: The Apprentice is the latest chapter in the Pentari series of fantasy text adventure games. Rendered in the legendary Zork tradition (which celebrates its 30th birthday this June), The Apprentice takes readers of all ages on a wild ride of marauding, magic and mischief that's guaranteed to bring out the kid in everyone.

In The Apprentice, the reader steps into the shoes of the main character; an apprentice wizard to an accomplished master who's been abducted during the apprentice's final exams. The apprentice soon learns his teacher's capture is just one aspect of a far deeper plot against the newly-formed city of Lindon and the Kingdom of Pentari itself. The reader, as the apprentice, goes on a quest to save his city and his master as he meets up with pirates, exploited ants, a smart-alec dragon and a retired wizard who's seen it all. All of the young wizard's encounters prepare him for a showdown with the Dark Queen of Umbra where the fate of two nations lies in the balance.

So what's the connection between The Apprentice and teen literacy? "It's the plain and simple truth that teen literacy rates are plunging year after year. As a 21st century publisher of digital entertainment and a voracious reader, I was inspired to take action. The result is The Apprentice; a swashbuckling tale of interactive science fiction that will attract even the most ardent anti-reader." says Howard Sherman, Founder, CEO and Implementor at Malinche Entertainment.

The Apprentice marks Malinche's tenth interactive fiction title in under five years with two more titles slated for release later this year. What sets The Apprentice apart from Malinche's nine other interactive fiction books is the target audience and the subject matter.

"Teens and young adults are seldom enticed into reading a book. So I took the most interesting elements of a good adventure and wrapped it within the plot of a story that has a message to send. The result is a powerful yet fun work of science fiction for adults, young adults and teens looking for a good read this summer. May is "Get Caught Reading" month and I can think of nothing better to get caught reading than The Apprentice." Sherman adds.

Relying on the tried-and-true text interface true to the spirit of its predecessors, The Apprentice will appeal to old school gamers and easily draw in newcomers. A screen of text and a winking cursor invites the reader to try anything they can think of as the story unfolds in response to their own commands.

Pentari: The Apprentice is available directly from the publisher on May 24th. Pre-orders are being accepted online now at <http://www.malinche.net/pta.html>

For more about Malinche Entertainment visit their website at <http://www.malinche.net> or call (877)-299-7999.

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To schedule an interview with Howard Sherman or receive a beta version of Pentari: The Apprentice contact James Polanco, Director of Sales of Malinche Entertainment at (877)-299-7999 or jpolanco@malinche.net