

GAME MUSIC INC. AND SECOND ACT STUDIO FORM ALLIANCE TO PROVIDE COMPREHENSIVE AUDIO SERVICES FOR VIDEOGAME INDUSTRY

PHILADELPHIA – April 6, 2009 -- Game Music Inc. (GMI), a music and sound design company for videogames and interactive media, and Second Act Studio, a full-service studio for audio post-production, today announced an alliance to provide comprehensive audio services for the video gaming industry. The two companies will provide original music, sound design, sound editing, dialogue and effects recording, and mixing for videogames and other interactive media. This partnership creates a “one-stop shop” for media producers.

“Game Music Inc. is a premier music and sound design production company focusing on the video game community,” said Michael Worth, Game Music Inc.’s Founder and CEO. Now, with this alliance, we can offer our clients the benefit of Second Act’s world class studio for recording and mixing.”

“We are extremely excited to be partnering with GMI’s A-list videogame composers,” said Scott Freiman, Second Act Studio’s Founder and CEO. “We look forward to working with Game Music Inc. to provide videogame developers and producers with top-quality audio production for their games.”

Both GMI and Second Act feature a roster of top composers and sound designers with extensive credits in TV, film, and interactive media. Both companies also have a common mission -- to collaborate with media producers to provide music and sound that is the perfect complement to their projects.

In addition to creating original music and sound design for videogames, the two companies will also collaborate on film and TV music, trailers, and other projects. Recently, the two companies worked together to compose the original score for the independent film, *Ivory*. The film, which stars Martin Landau, Peter Stormare, and Travis Fimmel, is scheduled for release in 2009.

About Game Music, Inc.

Game Music Inc. is a music production company specializing in epic and thematic music for videogame producers and developers. GMI’s award-winning team led by founder Michael Worth has composed music for videogames (Street Fighter HD Remix, The Princess Bride), TV (Teenage Mutant Ninja Turtles, Yu-Gi-Oh!), and film (Super Size Me, Rush Hour 3). Their long track record in the music industry allows them to draw upon a wealth of contacts within New York’s film, television, and video game community to create extraordinary sound and music for every client.

For more information about Game Music Inc., please visit www.gamemusicinc.com.

About Second Act Studio

Second Act Studio is a professional music and video studio for composition, recording, and production founded by Scott Freiman. Designed by renowned studio architect John Storyk, Second Act Studio has produced recordings for numerous artists, including Grammy award winners John Patitucci and the Tokyo String Quartet. Music composed, arranged, performed, and mixed at Second Act has been featured in many films and on numerous CDs. In addition, Second Act has sound edited and mixed numerous films, including the award-winning *Encounter Point*.

For more information about Second Act Studio, please visit www.secondactstudio.com.

Press contacts:

Michael Worth
Game Music Inc.
(267) 304-6490
mike@gamemusicinc.com

Scott Freiman
Second Act Studio
(914) 674-9501
scott@secondactstudio.com