

My name is Benjamin Hill and I am the Creative Director of White Paper Games, a small independent game developer studio from Manchester, UK. This is our first key press release and is focused on the announcement of our first trailer for our upcoming adventure game, *Ether*.

*Ether* is White Paper Games debut title and is a first-person adventure game that explores human memories and emotional themes in a strange science fiction world, to be released for PC and Mac digital distribution in Q2 2013.

*Ether* is set in an alternative history where individuals who possess the unique gift of ethereal projection can cure mental disease and illness. These so-called 'restorers' can delve into the minds of their clients to fix their broken memories. In *Ether* you play as a restorer who has become lost in one of his client's minds, a mysterious woman named Jean. The restorer, now unsure of his own identity, will only recover his knowledge of who he is by exploring Jean's memories. This, however, can only be achieved via the discovery of three unique artefacts that eventually lead the restorer to understand his historical link with his client.

Featuring a distinct visual style, explorative game play, narrative driven puzzle challenges and strange mysteries that can be lifted from the game via QR-codes, *Ether* is set to tell a mature and fascinating story that will keep you immersed until the very end.

The new trailer for *Ether* can be viewed on our dedicated website at [www.ether-game.com](http://www.ether-game.com) or alternatively it can be downloaded via our press pack alongside screenshots, logos and company and game info which can be found on our company site at [www.whitepapergames.com/promo](http://www.whitepapergames.com/promo). You can also contact me at [ben.hill@whitepapergames.com](mailto:ben.hill@whitepapergames.com) for any more information or an interview.

All the best,

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