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### **“Award-Winning Children’s fiction makes leap to interactive entertainment”**

In 2011 Kaio Interactive of Auburn, Washington, started work on bringing the exciting adventures of the characters and places from ‘The Codebearers Series’ of books to life in an all-new action-adventure video game, **“The Codebearers Continuum.”** This innovative project will be published simultaneously with a new book from the award-winning Christian fantasy fiction authors, ‘The Miller Brothers’. Both Kaio & the Millers are working closely so game & book work seamlessly together.

‘The Codebearers Continuum’ game takes players and readers on a new parallel adventure. Both the game and the book depict, from different perspectives, pivotal events in the history of the mystical realm of Solandria, the 3 books of ‘The Codebearers Series’. Through the adventures of the game, we’ll see an unlikely hero step up to the mark, as they enter Solandria through an ancient book, ‘The Authors Writ,’ and meets old friends and makes new ones. At the same time, the book tells the story in the third person while weaving other aspects of the adventure with those of the game. This combination of book & game will allow them to expand the whole experience of both mediums more than would be possible with just one.

Kaio settled on the action-adventure style of gameplay made popular and proven by AAA titles such as ‘Uncharted,’ from Naughty Dog, as this genre will best reflect the Millers’ talent for story telling. Kaio hopes to bring the depth of narrative and emotional involvement that this genre is able to foster in players while at the same time introducing the players to the great allegorical messages of ‘The Codebearers Continuum.’ With fantastic fiction, great puzzles and action elements all combined with epic soundtracks and motion capture sequences; ‘Codebearers Continuum’ will raise the benchmark for Christian themed games.

The successful Codebearers Series artfully combines allegory and adventure throughout the books. Kaio Interactive and The Miller Brothers will bring this great combination to a new audience while at the same time extending the established book fans’ experience to a whole new game world.



With a launch date slated for late spring/early summer 2012, Codebearers Continuum is now well on the road to completion. Kaio are using the crowd funding website Kickstarter.com to help raise awareness of the project as well as provide some funding and a sense of ownership for the fans. They hope to be able to raise sufficient funds to complete the project without jeopardizing the 2012 deadline.

More details can be found at the Kaio website at <http://www.ki-games.com> or on their Kickstarter page at <http://www.kickstarter.com/projects/kaio/codebearers-continuum>.

#### About Kaio Interactive

Kaio Interactive was formed out of the determination of its founder to establish a game development studio to produce great games with engaging stories. Although a relatively new company, Kaio already has access to a number of IP's which we are developing into great games, some new, some established in other media for decades all of which are sure to inspire. CEO Jon Collins established Kaio out of a desire to see games made which didn't put players in conflict with their beliefs. <http://www.ki-games.com>

#### About The Miller Brothers

The Miller Brothers, Christopher and Allan, combine their unique skills as authors and animators to produce stories of faith and fun for families everywhere. Their previous works include The Codebearers Series and the Heroes of Promise series, published by Warner Press. Growing up behind the shelves of their parents' Christian bookstore, the Miller Brothers learned first-hand the value of faith-based stories. Founders of Lumination Studios, they live in Seattle, Wash. with their families.

<http://themillerbrothers.com/>

#### About Kickstarter

Kickstarter is an online threshold pledge system for funding creative projects. Kickstarter has funded a diverse array of endeavors, ranging from indie film and music to journalism, solar energy technology and food-related projects.

<http://www.kickstarter.com/help/faq/kickstarter%20basics#WhatIsKick>