

## Corporate Backgrounder

**Company Name:** Her Interactive, Inc.

**Corporate Headquarters:** Her Interactive, Inc.  
1150 - 114th Ave SE, Suite 200  
Bellevue, WA 98004  
  
(425) 460-8787 phone  
(425) 460-8788 fax

**Website:** <http://www.herinteractive.com>

**Year Established:** 1995

**Employees:** 23

**Company** Her Interactive creates intelligent interactive entertainment for girls of all ages.

**Description:** The company designs, develops and markets award-winning PC and Nintendo® Game Boy® Advance games that offer role-playing mysteries and adventures that girls find both challenging and fun. Her Interactive's Nancy Drew series offers exciting adventure game play without violence or gender stereotypes.

With years of experience developing games for girls and a wealth of market research, the company will continue to identify opportunities for interactive products and services for girls.

**Corporate Mission:** The company's mission is to lead the industry toward a new standard of intelligent interactive entertainment for girls. By providing role playing experiences through computer games and online media, Her Interactive's goal is to open the doors of technology to girls by making computers more appealing.

**Product Descriptions:** Her Interactive's Nancy Drew mysteries are daring interactive games that challenge players to crack the case as they assume the role of legendary teen sleuth Nancy Drew. Girls interact with a complex cast of characters, all of whom have secrets of their own.

Nancy Drew games are ideal for girls ages 10 and up, combining expressively animated 2D characters with a detailed 3D environment. The games have multiple levels of difficulty, making them suitable for a broad range of ages and skill levels. Players use both problem-solving and interactive computer skills to crack the case, which is solved by putting together the pieces of information from conversations, interactive puzzles, cryptic notes and hidden messages. If players get stuck along the way, they can call on Nancy's best friends for helpful hints and additional clues, or they can chat with other players on Her Interactive's online hints board.

*Nancy Drew: Danger on Deception Island (for the PC)*

When George's friend, Katie Firestone, invites Nancy to Deception Island in the San Juan Islands of the Pacific Northwest for a whale-watching excursion, the sleuth arrives to find Katie's tour boat heavily vandalized. A threatening note warns Katie to "stop meddling." As Nancy investigates, she learns that the town of Snake Horse Harbor is up in arms over an orphaned female orca whale that recently appeared in the channel and has apparently decided to stay. No one has yet figured out what pod she's from, and it seems that everyone has a different idea of what should be done about her. But one person seems to stand in way of everyone's plans: a meddling Katie Firestone! As Nancy begins to question her allies, a simple vandalism case begins to unfold into something more mysterious... and sinister.

*Nancy Drew: The Haunted Carousel (for the PC)*

An antique carousel horse has been stolen and now, late at night, the merry-go-round begins operating on its own. Are the painted ponies searching for their missing lead horse or is there another explanation for these midnight rides? The answer is well-hidden and finding it will take courage and skills that Nancy will need to use in getting information from an eclectic and diverse group of characters.

*Nancy Drew: The Final Scene (for the PC)*

Shortly after Nancy's friend, Maya, enters the men's dressing room to interview a movie star, Nancy hears a blood-curdling scream for help. Nancy rushes into the dressing room but Maya is nowhere to be seen. Seconds later, Nancy receives a call from Maya's kidnapper threatening Maya's life unless Nancy puts a stop to the demolition of the old theater. Nancy has three days, before the building is destroyed, to figure out how best to help her friend. Does she try to stop the demolition of the theater thereby guaranteeing release of her friend by the kidnapper or does she concentrate her efforts on finding and rescuing Maya herself?

*Nancy Drew: Treasure in the Royal Tower (for the PC)*

Nancy's ski vacation in an old castle is interrupted by a fierce blizzard. Snowbound inside the castle, Nancy learns of an elaborate plot devised by Marie Antoinette 200 years ago to hide a royal treasure. Everyone Nancy encounters in her investigation is looking for lost treasures; some are searching for love, others for riches. Nancy begins to uncover the rich history of the lodge, as well as some mysterious events, all leading to the hidden treasure.

*Nancy Drew: Message in a Haunted Mansion (for the PC and GameBoy Advance)*

There's trouble afoot at the beautiful Victorian inn that super-sleuth Nancy Drew has been called on to help a friend renovate. From collapsing scaffolds to leaking gas, and suspect fires to ghostly threats, Nancy is about to stumble onto a secret that someone—living or dead—would rather keep unknown.

*Nancy Drew: Stay Tuned for Danger (for the PC)*

Daytime TV's hottest star is receiving frightening death threats, and it's up to Nancy to get to the bottom of them. Nancy goes undercover as an extra on the show to unmask the sinister scribe.

*Nancy Drew: Secrets Can Kill (for the PC)*

While visiting her aunt in the fictitious town of Paseo Del Mar, Fla., Nancy learns that a crime has been committed at the local high school. She is asked by the principal to investigate and finds herself caught in a small town web of secrets and lies that she must decipher to figure out who committed the crime.

*Nancy Drew: Secret of the Scarlet Hand (for the PC)*

Nancy Drew is helping to prepare an exhibit of artifacts from the ancient Maya civilization. Suddenly the museum alarms sound. A priceless Mexican relic has been stolen, and the only clue is a sinister scarlet handprint. Nancy must investigate this theft and a string of others in order to uncover a long-buried secret and solve an ancient mystery.

*Nancy Drew: Ghost Dogs of Moon Lake (for the PC)*

Nancy rushes to help a friend tormented by a pack of phantom hounds. She must pick up a cold trail left by a sinister character from long ago. The trail leads through shadowy woods and creepy old houses and puts her in front of a cast of suspicious characters. Nancy must dodge danger to sniff out the truth behind local legends and solve the mystery of the Ghost Dogs of Moon Lake.

**ESRB Rating:** “E” (Everyone)

**Availability:** Consumers can purchase the Nancy Drew games directly from the Her Interactive website at <http://www.herinteractive.com> or by calling the company toll-free at (800) 461-8787. The games are available in stores and online outlets nationwide.

**For More Information:** Foghorn Public Relations  
Mary Leddy (508) 877-1235 or [mleddy@foghornpr.com](mailto:mleddy@foghornpr.com)  
Shelly Eckenroth (717) 852-7060 or [seckenroth@foghornpr.com](mailto:seckenroth@foghornpr.com)

###

Copyright © 2000 Her Interactive, Inc. All rights reserved. “Her Interactive,” the “Her Interactive” logo and “For girls who aren’t afraid of a mouse” are trademarks of Her Interactive Inc. Nancy Drew is a registered trademark of Simon & Schuster, Inc. and is used under license. Copyright in the Nancy Drew books and characters are owned by Simon & Schuster. Other brands or product names are trademarks or registered trademarks of their respective.