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PATCH RELEASED FOR PARHEDROS: THE TUNNELS OF SETHIR

LITTLE FALLS, New York, Nov 10, 2007. Independent developer Laurion Studio announces the release of the 1.0.1 patch for its recent fantasy-themed RPG-Adventure, *Parhedros: the Tunnels of Sethir*. The patch fixes a crash-to-desk top bug, significantly improves the AI of ranged and spell-casting units in combat, and allows unregistered players to explore twice as many levels in the dungeons.

Parhedros is a full 3D dungeon-crawling adventure featuring demanding tactical combat, convincingly life-like NPC interactions using a natural language interface, a unique hyperfictional approach to story-delivery, and a fresh assortment of playable fantasy-themed races, such as satyrs, centaurs and spider-folk.

The Patch can be downloaded (file size: 820 KB) from the *Parhedros* web-site, at www.parhedros.com/parhedros_patch1.html.

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ABOUT LAURION STUDIO:

Laurion Studio is an independent developer of entertainment software that focuses on bringing a fresh look and feel to overlooked classical genres. The company's current projects seek to reinterpret some of the best and most demanding features of old-school role-playing adventures for a generation of gamers that is increasingly jaded with a steady diet of "dumbed-down" games. Past entertainment titles included the *Risqué Renee* series, a parody of casino games, released in 1999 for the PC. More information on Laurion Studio can be found at www.parhedros.com.

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