

TerraWars: Online Product Description

TerraWars Online (“TWO”) is a 3D Multi-Player On-line Role Playing Game “MORPG” for the Microsoft Windows PC Platform. Although TWO can be played in a solo stand-alone mode, the game has been designed primarily for multi-player on-line game play, either over a Local Area Network (LAN) or the Internet.

TerraWars Online is set in a post-apocalyptic world where civilization as we know it has been destroyed by an alien invasion. In TWO the remnants of the world’s military forces are regrouping to stage a counter attack against the Invaders.

TerraWars Online features include:

- Co-operative Online Multi-Player for all missions
- Non-linear game play
- A massive game universe spanning over 50 maps. The maps are large and detailed.
- TWO uses a game engine capable of next-generation lighting effects including HLSL support and normal maps.
- Multiple player avatars whose appearance changes as they become more powerful
- Dozens of weapons, including Invader weapons as well as an intuitive drag and drop system to manage your inventory
- Dynamic updating over the Internet for more content (e.g. levels, weapons, skins)
- Original Sound Track for TWO
- Full Motion Video movies tell the tale of alien invasion
- TWO is available in English, Russian, German, French, Chinese and Korean
- An enhanced version of the engine is available for XBOX 360, PS/3 and Wii, so TWO can be ported to next generation platforms if desired

TerraWars Online is currently in full production and a Gold Master Release Candidate will be available to publishers 4th Quarter of 2007.

For more information please contact:

Luis Manalac, President
Ladyluck Digital Media
Tower One and Exchange Plaza
Unit 1512, 15th Floor, Ayala Triangle, Ayala Avenue
Makati City 1226 Philippines
lmanalac@ladyluckdigital.com

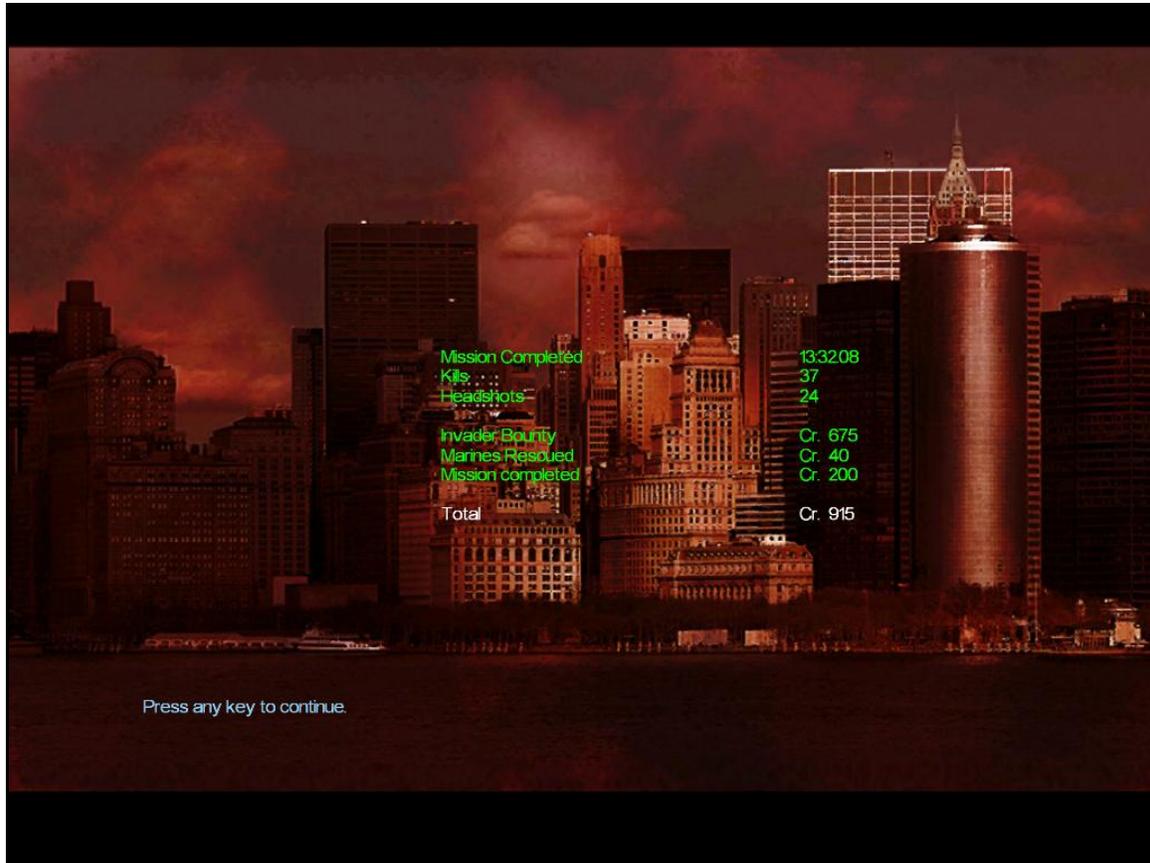
1. Co-Operative Online Multi-Player Gameplay for all missions

Every mission in TWO can be completed either by a single player or a team of players.



2. Non-linear game play

The missions are scored using a variety of criteria: difficulty level, completion time, secondary objectives achieved etc; ensuring that TWO will be played over and over.



3. Large and detailed mission areas





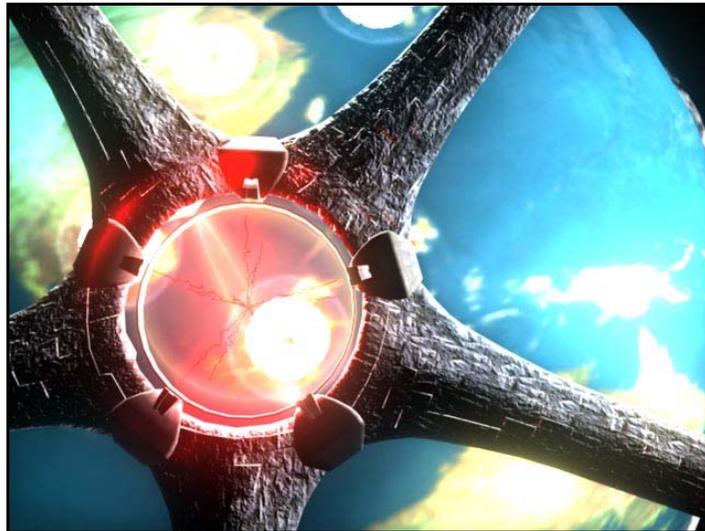
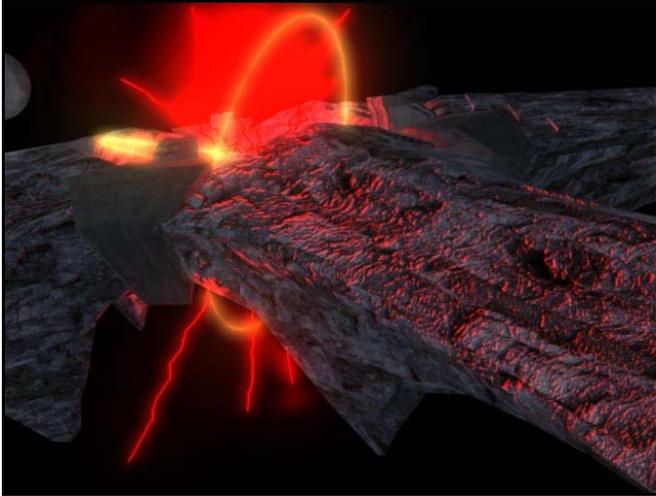
4. Multiple player avatars whose appearance changes as they become more powerful



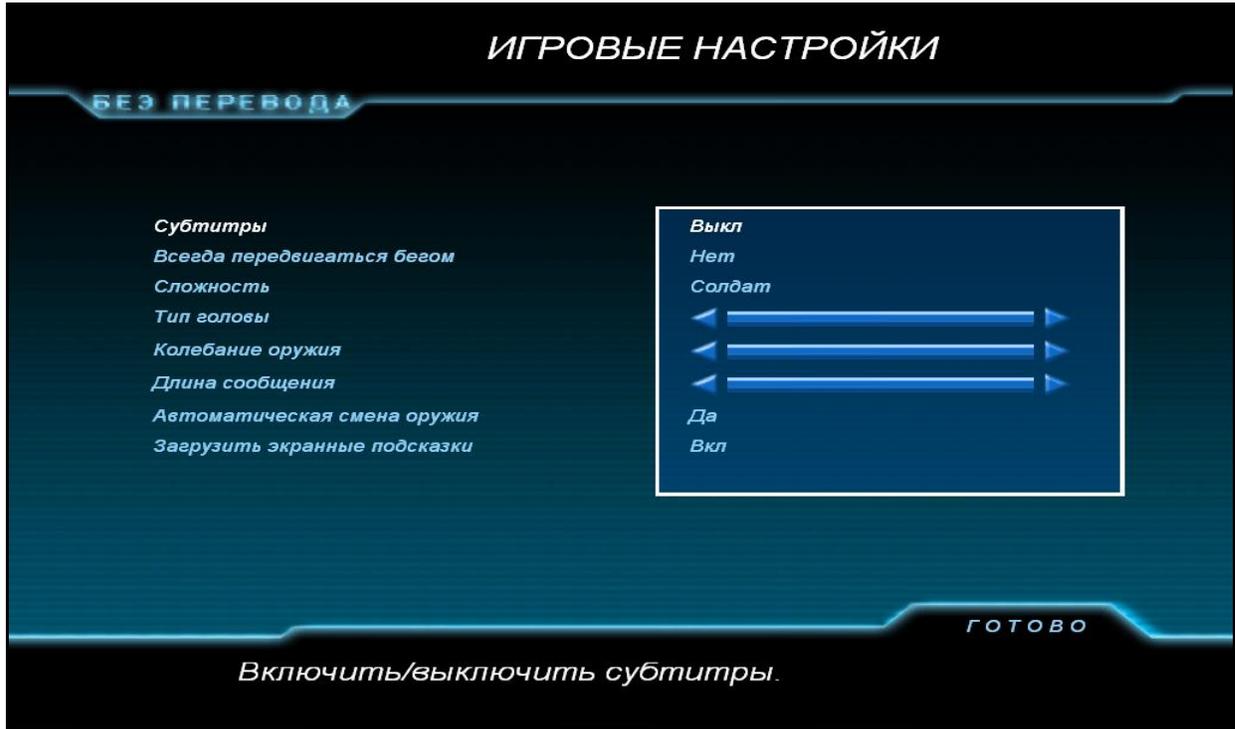
6. Dozens of weapons, including Invader weapons and an intuitive drag and drop system to manage your inventory



7. Full Motion Video movies tell the tale of alien invasion



8. TWO is available in English, Russian, German, French, Chinese and Korean



9. An enhanced version of the game engine is available for XBOX 360, PS/3 and Wii, so TWO can be ported to next generation platforms if desired



Additional Features

Dynamic updating over the Internet for more content (e.g. levels, weapons, skins)

Original Sound Track for TWO