

Planet Postmoderna Virtual World and Online Game

Virtual Worlds and Online Games

- * 2009/2010 Multi-player Online (MMO) Games were representing about \$6 Billion of the \$50 Billion of the game industry pie
- * In 2011, total US MMO games consumer spending will grow 3% from \$2.5 Billion to \$2.6 Billion
- * Free-to-play (F2P) MMO games take 47% of all money spent on Massively Multi-player Online (MMO) games in the US, up from 39% in 2010.
- * 37% of F2P MMO gamers prefer SciFi/Space themed MMO games. This is 35% for pay-to-play (P2P) MMO gamers.
- * Americans spend 26M hours per day in total playing MMO games.
- * Most Free-to-Play gamers play for free but the number of SciFi MMO gamers spending money in Free-to-Play MMO games outnumbers the 4.5 Million Pay-to-Play gamers!!

Planet Postmoderna is ...

A Free-to-play Virtual World Online Game with an immersive scifi storyline that incorporates mini-virtual worlds based on historical content and limitless side-story potential.

All of this is wrapped in a real-cash economy model and leveraging the existing game platform of Entropia Universe. We are not re-inventing anything.



Leveraging and Existing Technology

Leveraging the existing platform of Entropia Universe which has an already successful business model and established platform.

CryEngine Graphics, Entropia Game and Economic Engine, Partner Planet Program

Real Money! The 2010 turnover of Entropia Universe topped \$422,000,000 U.S.





Out of Time and a Art Coding decorptions

Entropia Account Management and Security



Entropia Game Platform

(Inventory)



Entropia Game Platform (Bank UI)



Entropia Game Platform

(Auctions UI)



Planet Postmoderna will be successful

- Lengthy Marketing Experience to use for Promoting the Game and ability to do so
- Great Marketing Partner (iQu[™]) for Targeted Leads and Player Registrations
- Team with Extensive Gamer Experience and a love of industry
- Great training and support from Mindark
- Partnering with a Game and that has proven track record.



Planet Postmoderna Team

Alan D Morgan, CO USA Founder and Project Director, Marketing Director

Etienne Hardre', CO USA, CFO

Matt Campbell, CO USA, Static Artistic and Concept Lead

Ronald A Root, CO USA, Organic Artistic and Concept Lead

Vladimir Milosevic, Serbia, 3D Art and Concept

Jason Glenn, CA, US, Level and Environment Designer

Brian Velarde. CO USA, 2D/3D Art

Colten Janssen CO USA, 2D/3D Art and Concept and Animation

Scott Herring, CO USA, Level Design and Editor

Brennan Christiansen, CO USA, Programmer and Physics Engineer

Ben Long, CO USA, Composer, Sound Designer and Audio Engineer

Delphine Dryden, TX USA, Story Concept, Editor and Project Writer



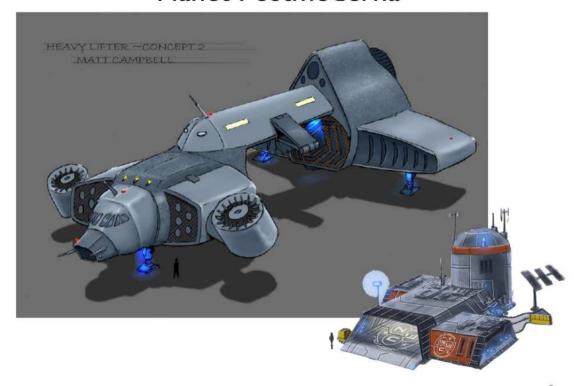
The Art Institute of Colorado: Project Internship and Graduate Placement

Studio Collaboration and Support: END Games Entertainment LLC, Scott Brown, President

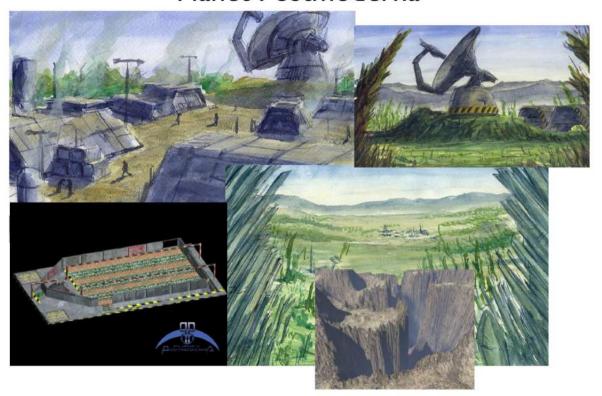
Every founder and team member at END Games has at least 5-10+ years of experience building large scale MMOs and online games.

Partnering with Planet Postmoderna LLC to produce Planet Postmoderna by providing Engineering and Art Support on a contract basis.

Planet Postmoderna



Planet Postmoderna



Financial Projections

A	ВС	D E	F G	н
Planet Postmoderna				
5-Yr Proforma				
ltem:	Year 1	Year 2	Year 3	
Hardware and Software	\$70,120.00	\$58,520.00	\$55,520.00	\$5F
Management/Operations	\$8,200.00	\$19,600.00	\$35,200.00	\$35
abor	\$1,096,012.80	\$995,350.08	\$943,105.52	\$943,10
Marketing	\$131,500.00	\$170,500.00	\$95,500.00	\$95,5
Other	\$162,402.00	\$114,402.00	\$211,202.00	\$2
Sub Total Expenses	\$1,468,234.80	\$1,358,372.08	\$1,340,527.52	\$1,340
Player Revenue	\$0.00	\$1,380,000.00	\$2,208,000.00	\$2,208,00
Zazzle Store Revenue	\$500.00	\$500.00	\$1,000.00	\$1,000
n-World Advertising Revenue	\$0.00	\$8,000.00	\$10,000.00	\$10
Sub Total Revenue	\$500.00	\$1,388,500.00	\$2,219,000.00	\$2,2
	-\$1,467,734.8			\$878,472,48



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