

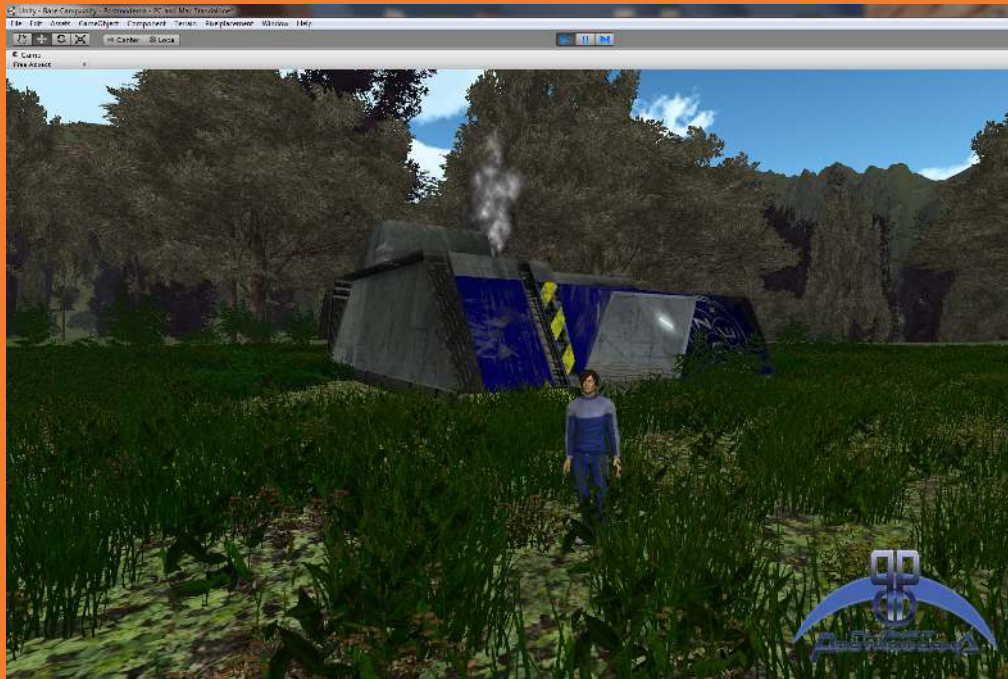


Planet Postmoderna

A Proposal To: PVG

Aug. 14, 11

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Today Virtual Worlds

Today's virtual worlds have attracted millions of users, significant venture capital and sometimes impressive revenues. But some experts think it's a no-brainer that augmented reality tools as Cameron used to turn "Avatar" into history's highest-grossing film could soon be the core of what millions of people experience in 3D virtual worlds that until now, we've only been able to dream about.

Today, the term "virtual world" means a lot of things to a lot of people. To many, it means 2D online social games like [Gaia Online](#) or Club Penguin. To some, it means large-scale massively-multiplayer online games like World of Warcraft. And to others, it's open-ended 3D experiences like Second Life.

After Second Life took the world by storm in 2005 and 2006, introducing many to a 3D environment in which they could create nearly anything they wanted, there hasn't been a major next step forward. One could argue that virtual worlds have even taken a technological step backward, as most of the energy in the space these days is being put into building 2D Flash worlds for kids, or Facebook games played by the masses. It's big business, but hardly cutting edge.

Then there is Mindark's Entropia Universe which blends both of the above with a real cash economy where anything is possible. In 2010 a virtual space station was sold in an in-world auction for \$330,000 US. Everything within Entropia has a price and an equivalent real-world value when players withdraw the monies from their game account.

Entropia launched in 2008 its Partner Planet Program in which investors and developers could build a world within Entropia using its Economic Engine and the state of the art, CryEngine3 Game Engine from Crytekk.

Use of the Entropia Planet platform boasted shorter development to game launch time and sooner profitability for the partner and Mindark.



Real Cash for Game Assets

Similar to Entropia Universe worlds such as Calypso, Arkadia and Next Island, Planet Postmoderna has an exchange rate of \$1 for \$10 inworld credits. Players put money and can take money out.

Average player transactions run at about \$1-2 per hour (Source Mindark).
www.entropiauniverse.com



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Entropia Partner Planet Share

It's just a split isn't it?

In order to become a partner planet, a proposal and proof of funding must be provided to and approved by Mindark. After that, a Partner can build using the Entropia Development Sandbox and tools. Once the planet is launched, revenues generated by the players and their in-world transactions are split between the Partner Planet and Mindark in a split of 40/60.

This is the price to use the established Entropia Platform and tools.

Benefits are shorter development time but at what cost to creative and the educational slant of Postmoderna?



NWC Base Camp Admin Building Concept

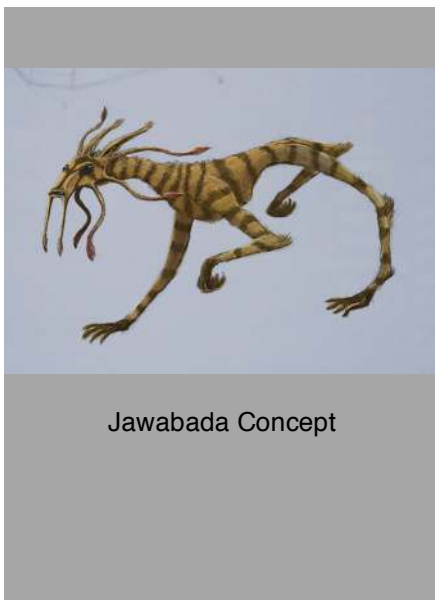




The World

The world is a newly discovered planet found on the other side of a space tear (a non-naturally occurring wormhole). It was found by a New Worlds Corporation (NWC) transport vessel enroute to one of NWC's mining outposts. It is the first habitable Earth-like planet discovered since space travel was made possible. It is very similar to Earth yet very different. The planet is designed to lure humans to it.

On the world are temples or gateways to very real representations of civilizations and places in Earth's History.



Jawabada Concept

What is Planet Postmoderna?

Planet Postmoderna is a virtual world.

It is designed with an integrated Real Cash Economy (RCE) and the story is built in a way to provide a lead-in to the other planet-side sub-worlds that are based on historical fact, myth and lore. The intent is to build a dynamic and immersive virtual world with realistic economics and game mechanics that provide an environment that is both entertaining and educational. We believe the landscape of entertainment is ever changing. If we can create a world that does both, it will have that much more application and be that much more engaging.

Learning Should be Fun!

The sub-worlds represent an excellent opportunity for educators, historians and institutions to recreate and model reproductions of historical eras and civilizations. These sub-worlds are intertwined into a very fictional sci-fi storyline and plot but the integration and educational opportunities represented by these sub-worlds is limitless and priceless with respect to educating through entertainment and fun. Not to mention potential travel scholarships for student players.

You really can make money playing games.

Many online games that use a cash economy have proven this but Postmoderna will take this steps further. Business and free enterprise and self-government will be encouraged and even taught from within the game and player community. Sales of ingame items as well as trade, employment and taxation by player-run settlements will create in-game wealth. These ingame credits can be later exchanged and withdrawn for the converted real-life currency.

Realism vs. Gambling

Many complaints about Entropia is that gameplay is too random and not skill-based. Postmoderna will be the latter and more realistic.

Planet Postmoderna Funding is Key:

1) \$1-2 Million US Dollars for 1-2 years of development through the Entropia Partner Planet Program and marketing of planet and maintenance.

2) \$2 Million US Dollars for 1-2 years of development from scratch.

3) \$200K to fund a working demo for pitching for additional funding at the GDC – Game Development Conference in San Francisco each year in Feb/March.

Demo will include working world and the first sub-world historical instance (planned Mayan/Aztec). Currently being build using the Unity 3D Game Engine.

All Investors will have access to funding specifics and the Game Design Document. Specific start-up needs will to be disclosed. The funding choices will be the based on the investors.

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