



An organic approach to
creating
an addition to Entropia

Entropy Partner Planet Project



- An opportunity for other companies to build a planet concept for the game
- Take advantage of building in an established model with a real cash economy. No programming required
- Build in a new CryEngine2 environment
- Partners just build the art and build the story
- But.....there is a catch

Not just anyone can play this planet game!

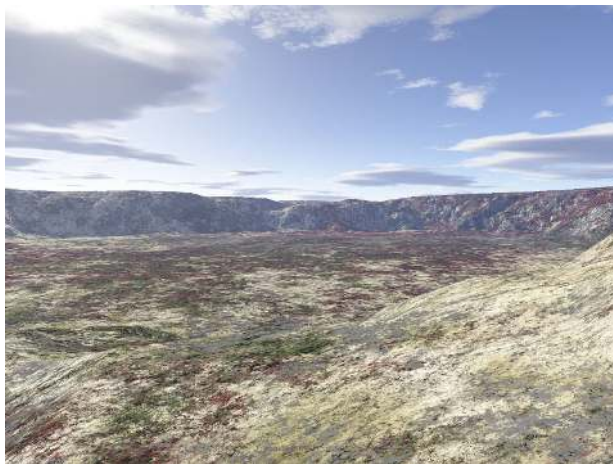


- Must prove funding for 2 years
- Must have hardware, marketing and labor costs covered
- Basically, you need to be pretty established
- Too bad for the average “Joe”



So what do you do?

Do it the hard way but show that it can be done!



- Recruit a team
- Find partners and sponsors
- Build a Demo to attract investors into the concept
- Network with good people and good companies
- Then....

Re-propose to Mindark to become a planet partner.



The Plan and the Ultimate Partner: Vastpark

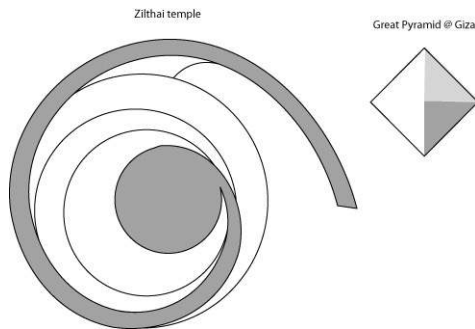
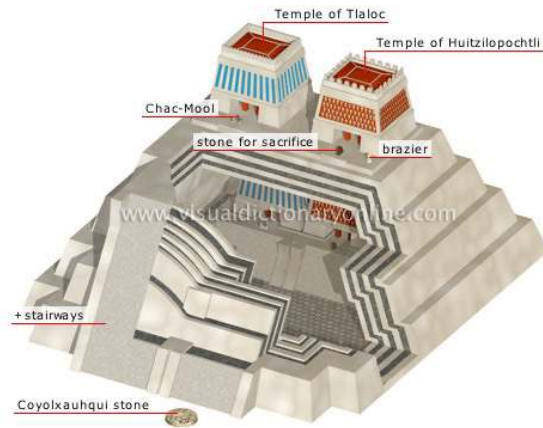


- Easy-to-use tools that just keep getting better.
- Great Resources
- Great team
- Great vision
- Great fit



Vastpark : Planet Postmoderna

The Planet Postmoderna Team has Vision



- Postmodernism is about art and knowledge.
- In addition to striving to be a great add-on to Entropia and a great MMO environment we are teaching through experiencing what you are learning about and by doing.
- Points of Interest will be tied to history in one shape or form so players can experience it through an alternate view.
- We will tie the game to real life through co-op marketing and sponsorship efforts. (eg. The Aztec/Mayan thread will be sponsored by resort locations in Mexico. Wait until you see the other locations).
- Team Members learn about 3D Art from being part of the team.

A Great Idea is only as good as its Team!



Our Planet Postmoderna Team is comprised of very talented people

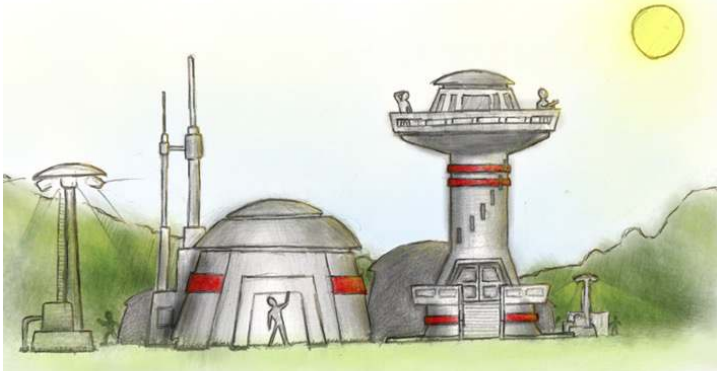
- Artists
- Sales and Marketing People
- Writers
- Entropia and MMO players committed to a better online experience.
- And, all are volunteers.

But...we are not complete.....



**We need more to make this work
and we need your help.**

We need the missing pieces!



- Programmers and Animators, experienced with Virtual Worlds and Game Development
- Sales and Marketing People
- Movie Makers and Writers
- Volunteers? Yes, but you will not be forever.
- We will all own a piece of the final world, one that will generate revenue from it's Real World Cash Economy. It will be a world we all helped to develop from scratch.

So we ask you, will you help us?