

play anywhere, anytime, with anyone

Welcome to Wonabit.com online multi-user gaming platform, the only gaming platform in the world with support for real-time concurrent playing on PCs, Microsoft TV powered Digital Interactive Televisions and Mobile Devices. With Wonabit.com online multi-user gaming platform your users will be able to:

Play anywhere

Wonabit multi-user gaming platform games can be played with a Win32 Application, Web Browser, Set- Top Box, Pocket PC, Wap Phone, GPRS enabled phone or SMS enabled Phone.

All users share the same gaming universe, so they can play using a desktop browser with another user who is comfortably lying on his couch using his set-top box, or using his PDA on a café table.

UMTS devices, Gaming Consoles (Microsoft Xbox) and SmartPhones (Microsoft Windows Powered Smart-Phone) will all be supported in the near future.



Anytime

Wonabit multi-user gaming platform is a very robust system that has been designed to support thousands of clients simultaneously. The utmost care has been taken to design a system that can run on a 24x7x365 basis.



With Anyone

Wonabit gaming platform is designed for multi-language support.

Players can choose to play against A.I. Robots with several levels of difficulty. These Robots can also be used to replace a player who leaves the game.

The platform includes a "Friends List" functionality that can be used by players to check if their usual partners are on-line and/or playing. This system can be integrated with Microsoft Messenger.

Play in an environment that is fun and looks good

Wonabit multi-user gaming clients are attractive and well-designed, and can be personalized in many ways. Players can choose their avatar from a rich set of cartoons or send their own picture.

Clients use the Lobby metaphor to enable users to meet and start games together.

Users can also watch games in progress.



Chat while playing

A very friendly chat environment is available on every part of the system (Lobbies, Games, etc), so Players can chat with others all the time. It's also possible to create chat-only rooms where people meet just to chat and, just as on every other part of the system, they can chat with each other using any client technology available, including SMS.

Compete and win Prizes

Wonabit multi-user gaming platform includes support for Tournaments and User Rating. Management tools are included to enable public and private tournaments to be set up, to edit the features of each game, to manage user scores and to manage tournaments automatic newsletters.

Wonabit.com multi-user gaming platform has an internal scoring unit called "a bit". "Bits" can be earned by staying online playing and by

winning games and tournaments. These bits can be exchanged for prizes.

Very special attention has been given to security aspects to ensure that "bits" cannot be obtained illegally.

Advertising

Wonabit multi-user gaming platform includes tools to manage advertising. Ads can be placed in various parts of the system, including Lobbies, Rooms, Cards, Decks, etc.

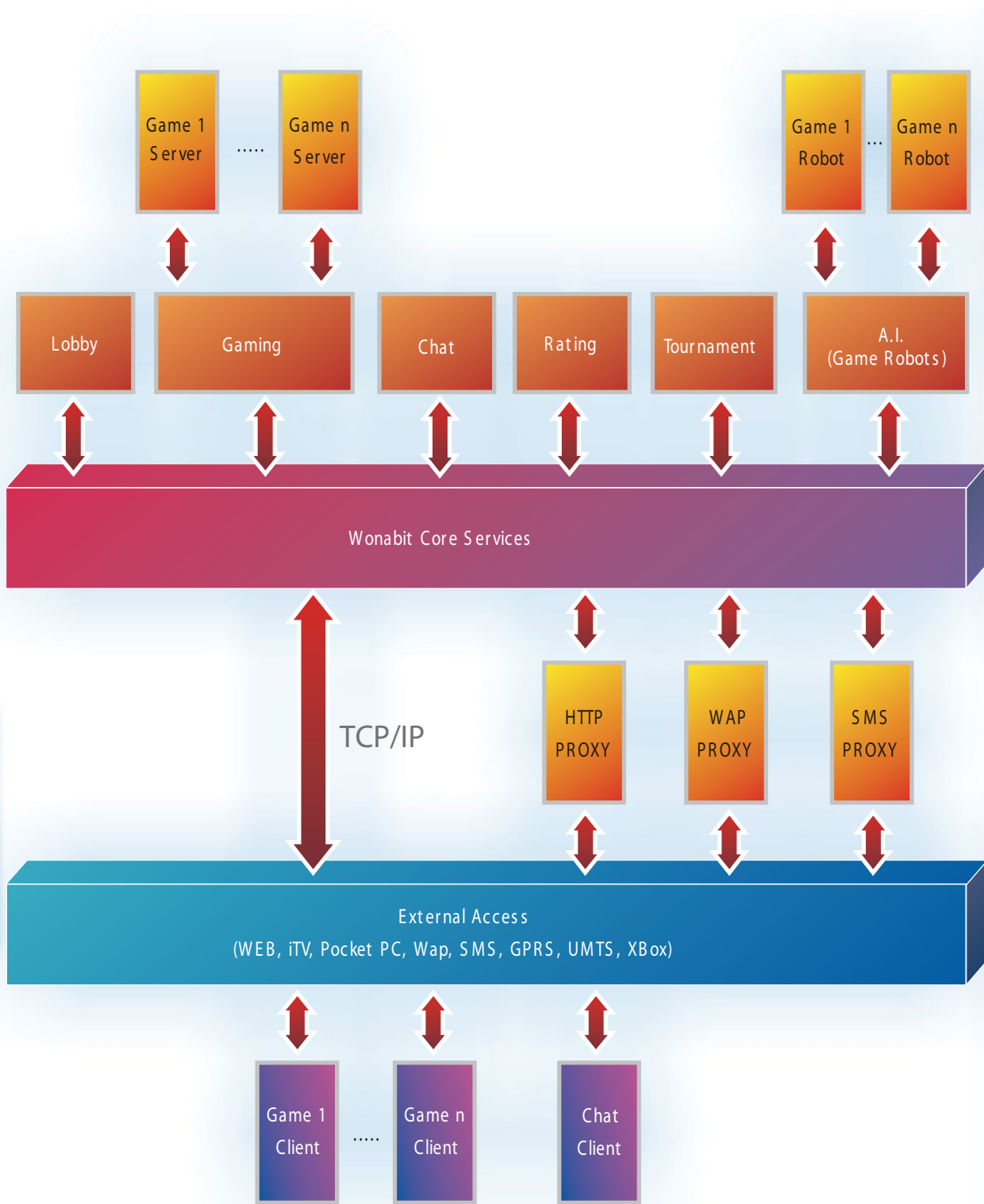
Each game can have several rooms where it can be played, and some/all of them can be personalized, including the name, to allow for Sponsored Rooms/Games.

Subscription Games and Paid Services

Wonabit multi-user gaming platform accommodates Pay-per-Play, Member-Fee or Pay-per-Use scenarios.



Wonabit Gaming Platform Architecture



Minimum system requirements

Client

Wonabit.com multi-user gaming platform Clients run on these platforms:

Microsoft TV 1.5 Advanced – Either as Standalone application or ActiveX control

Windows 9X, 2000 and XP – Either as Standalone application or ActiveX control

Windows CE 3.0, CE.NET and XP Embedded – Either as Standalone application or ActiveX Control

Wap enabled devices (with some limitations)

SMS enabled devices (with some limitations)

GPRS enabled devices (with several limitations)

Server

Microsoft Windows 2000 Server, Advanced Server or Windows .NET Server

Microsoft SQL Server 2000 or SQL Server 2000 Advanced

Microsoft Internet Information Server 5.0

Microsoft .NET Framework

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