



WCG 2007

WORLD CYBER GAMES

Press Kit

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Part I. WCG GRAND FINAL

1. World Cyber Games 2007: 'Beyond the Game'

This year's World Cyber Games (WCG) Grand Final will feature more than 700 gamers from 70 countries converging in Seattle, Washington USA.

The official slogan "**Beyond the Game**" signifies the WCG's commitment to harmony and building friendships among the world's youth through e-Sports. During the competitions and cultural events, the players from around the world unify under a common bond that doesn't have language and cultural barriers.

After intense regional qualifying rounds, 700 players from 70 countries participated in the WCG 2006 Grand Final in Monza, Italy, showing their skills in eight video gaming titles. The WCG 2006 Grand Final also provided a variety of exhibitions and cultural events that more than 20,000 spectators gladly experience.

Based on the success of the WCG Grand Finals in San Francisco (2004), Singapore (2005), and Monza (2006), the WCG Committee has decided to take its ultimate event to **Seattle, Washington USA** in 2007, In the city that has ignited new cultural trends in coffee, computers, and alternative rock music, Seattle and the WCG together will bring e-sports into the mainstream culture. The WCG will continue to evolve to ultimately become one of the most celebrated festivals in the world.

2. WCG 2007 Grand Final

Overview	
Official Title	WCG 2007 GF (World Cyber Games 2007 Grand Final)
Date	3-7 October, 2007
Venue	Qwest Field, Seattle
Participants	Approx. 700 Players from 70 countries, Journalists (approx. 400) SP (approx. 70), 60 Referees, Sponsors and Publishers (approx. 100), Host-City, WCGC, General Spectator
Event Structure	<ul style="list-style-type: none"> • Game Festival : Tournament / Exhibition • Cultural Festival : Ceremonies / Performances, concerts and sub-events
Host City	Seattle, Washington USA
Partners	<ul style="list-style-type: none"> • Worldwide Partner: Samsung Electronics • Premier Partner: Microsoft, Circuit City • Official Partner: Phillips amBX, HP Procurve, Samsung Digital Camera, Dust-Off
Governmental Support	City of Seattle (USA) Ministry of Culture and Tourism (Korea)
Game Tournament	
No. of Participants	Approximately 700 gamers from 70 countries
Official Games	<p>[8 PC Games]</p> <ul style="list-style-type: none"> • StarCraft® : Brood War™ • WarCraft® III : Frozen Throne™ • Half Life® : Counter-Strike™ 1.6 • FIFA Soccer 07™ • Need for Speed™ : Carbon • Command & Conquer 3 Tiberium Wars™ • Age of Empires® III: The WarChiefs • Carom3D <p>[4 Xbox 360 Games]</p> <ul style="list-style-type: none"> • Project Gotham Racing® 3 • Dead or Alive® 4 • Gears of War® • Tony Hawk's Project 8™
Total Prize	TBD (2006: USD\$ 462,000)

3. WCG 2007 Host City

Seattle, Washington USA



Seattle is located 113 miles (182 km) south of the US-Canadian border in the far northwestern corner of the continental United States. The city lies in the Puget Sound region of western Washington State. The waters that lap the feet of Seattle's city towers, however, are not strictly those of the Pacific Ocean. For in-between Seattle and the great ocean lies the Olympic Peninsula.

Renowned for its youth oriented culture, technology leadership, and for being a window onto the Pacific Rim, Seattle will be only the second US city to host the WCG Grand Final. San Francisco hosted the event in 2004, the first time the final was held outside of Korea.

Hosting the World Cyber Games in Seattle is a perfect fit to the Seattle's thriving video game industry, which has over fifty game development companies in the Puget Sound area. The Seattle area is also home to major IT companies such as Microsoft and RealNetworks.

The Qwest Field, home of the Seattle Seahawks, was chosen as the venue for the WCG 2007 Grand Final.

Qwest Field is a football stadium in Seattle, Washington. It serves as the home field for the NFL's Seattle Seahawks. The stadium opened in July 2002 and was built on the site of the Kingdome, the previous stadium for the Seahawks, Major League Baseball's Seattle Mariners, and several other Seattle sports teams. On March 26, 2000, to make way for the construction of the stadium, the Kingdome fell in the world's largest implosion of a single concrete structure.

It is expected that up to 700 of the world's best gamers will fly to Seattle in October, 2007 to participate in the world's most prestigious e-Sports competition.



4. WCG 2007 Official Game Titles

StarCraft®: Brood War™ (PC)

Publisher: Vivendi Universal Games



Developer: Blizzard Entertainment
Genre: RTS (Real-Time Strategy)
Released: 1997

StarCraft®: Brood War™ is a real-time strategy game in which players control any of three different species battling for domination. Commanding Terran, Protoss or Zerg forces, players must complete a series of missions while managing resources, amassing armies and defending their base. Each race is truly distinct with unique units, technologies, attributes and abilities. In multiplayer, up to eight players can compete head-to-head in a variety of game types including Melee, Capture the Flag and Free for All. Gameplay can be customized using StarCraft's campaign editor, which allows players to edit unit attributes and create missions and campaigns.

WarCraft® III: The Frozen Throne™ (PC)

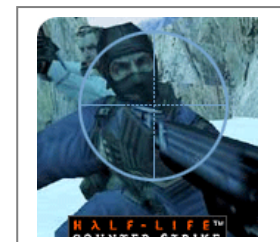
Publisher: Vivendi Universal Games
Developer: Blizzard Entertainment
Genre: RTS (Real-Time Strategy)
Released: 2003



Warcraft III expansion pack, detailing more of the story as new factions arise, and old heroes are transformed. Players return to war-ravaged Azeroth months after the defeat of the Burning Legion, to face a new threat. Each race features an added hero with new abilities and spells. New shops, which the player can build for specific races, keep units supplied with items. Multiplayer modes have been extended to include new clan and tournament support, among other new games. Neutral Heroes can be persuaded to join in the fight and add new abilities and magic spells to the player's arsenal.

Half-Life® : Counter-Strike 1.6 (PC)

Publisher: Valve
Developer: Valve Software
Genre: FPS (First Person Shooter)
Released: 2000



Counter-Strike blends single elimination, team-based gameplay with the notion of an economy to produce an online action experience of incredible depth and realism. Since the initial Beta release in fall 1999, Counter-Strike has risen from an ambitious Half-Life MOD to the number 1 online action game in the world, spawning an award-winning and multi-million unit selling franchise with titles available for the PC and Xbox, via retail and Steampowered.com. For more information, visit www.steampowered.com

FIFA Soccer 2007™ (PC)

Publisher: EA
Developer: EA

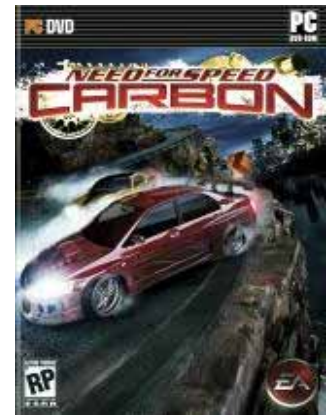


Genre: Sports
Released: 2006

FIFA 07 throws you into the rollercoaster ride of a football season. Employ real world tactics, make realistic decisions, and think like a player in order to win matches. New intelligent AI ensures that your 11 men on the pitch make realistic decisions, finding space and passing like professionals. A complete overhaul of the game engine now means that you have to employ real world tactics, make realistic decisions and think like a player in order to win matches. Take on the updated and improved challenge of the Manager Mode. Player values and wages have been tuned to be even more realistic. Managerial decisions have even more tangible effects on player performance and welfare. Smarter CPU decisions mean rival managers are even more strategic in their own pursuit of silverware.

Need for Speed™ Carbon (PC)

Publisher: EA
Developer: EA
Genre: Sports
Released: 2006



Need for Speed Carbon delivers the next generation of adrenaline-filled street racing as players face the ultimate test of driving skill on treacherous canyon roads. What starts in the city is settled in the canyons as Need for Speed Carbon immerses you into the world's most dangerous and adrenaline-filled form of street racing. You and your crew must race in an all-out war for the city, risking everything to take over your rivals' neighborhoods one block at a time. As the police turn up the heat, the battle ultimately shifts to Carbon Canyon, where territories and reputations can be lost on every perilous curve. Need for Speed Carbon delivers the next generation of customization giving you the power to design and tweak your crew's cars in every way using the ground-breaking new Autosculpt technology. Represent your car class, your crew, and your turf in Need for Speed Carbon, the next revolution in racing games.

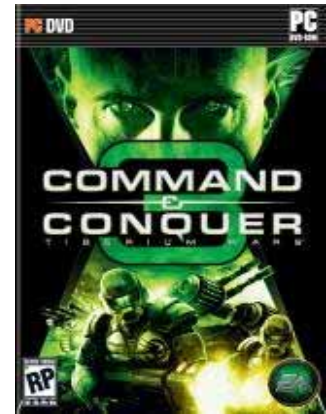
Command & Conquer 3 Tiberium Wars™ (PC)

Publisher: EA

Developer: EA
Genre: RTS
Released: 2007

Command & Conquer 3 gets the series back to its roots in the Tiberium universe, with new gameplay features that reward players for their own unique play styles. Beyond the new story and gameplay tweaks, added new features include voice-over IP, integrated clan support, and new spectator modes.

It is 2047 and the stakes could not be higher. Tiberium -- a self-replicating alien substance that has infected the Earth -- is spreading like a radioactive ice age. The GDI, a high-tech alliance of the world's most advanced nations, is fighting to contain Tiberium, but Kane, the megalomaniacal leader of The Brotherhood of NOD has other plans for Earth. Kane's secret society turned superpower is bent on using Tiberium to take control and transform humanity into his twisted vision of the future. All-out war rages over Tiberium and the fate of the planet rests in the balance.



Gears of War® (Xbox 360)

Publisher: Microsoft
Developer: Epic Games
Genre: Action
Released: 2006

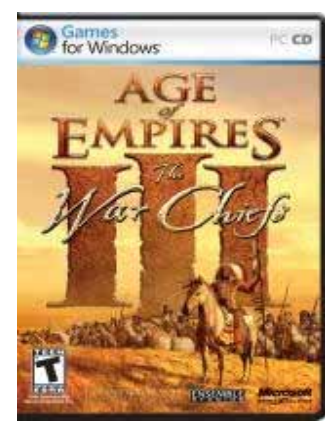
A third-person tactical shooter from Epic, running on the Unreal Engine 3. Gears of War thrusts gamers into a deep and harrowing story of humankind's epic battle for survival against the Locust Horde, a nightmarish race of creatures that surface from the bowels of the planet.

Unlike other shooters, Gears of War is all about teamwork in a big way. All game modes, levels and scenarios are designed specifically to encourage co-operative play, whether it be with A.I. partners or human players (with A.I. teammates designed with specific strengths, weaknesses and personalities.) On top of that, voice recognition will be available for players, and obviously voice chat to discuss strategy with your friends. In addition to voice chat, gamers will be able to experience individualized matchmaking, view player statistics, earn player achievements, customize their games, and build and personalize their gamer profiles over Xbox Live.



Age of Empires® III: The WarChiefs (PC)

Publisher: Microsoft



Developer: Ensemble Studios
Genre: RTS
Released: 2006

The new expansion pack builds off of the real-time-strategy gameplay of the original, providing players with the ability to lead one of three proud Native American civilizations, including the Iroquois Confederation, to expand their empire and fight for control of the Americas. The game provides new ways to play and win, introducing new gameplay elements and content including new civilizations, a new single player campaign, Home City enhancements and additional maps and units. Additional content is also added to all existing European civilizations as well.

Dead or Alive® 4 (Xbox 360)

Publisher: Tecmo®
Developer: Team Ninja
Genre: Fighting
Released: 12/29/2005



Taking advantage of the superior technology of Xbox 360™, *Dead or Alive® 4* offers the defining gaming experience on the next-generation console. The game encompasses all that Xbox 360 has to offer, giving you the most rewarding digital fighting to date on any videogame console.

Dead or Alive 4 once again raises the bar in both online and offline fighting. By utilizing the advanced technology of Xbox 360 hardware, the game redefines 3-D high-definition graphics and sound, creating one of the most visually beautiful and realistic-looking video games available. Unsurpassed online capabilities via Xbox Live™, incredible new interactive stages, an all-star lineup of old and new favorite characters, and a complex *DOA* countering system all combine to create a must-have video game for Xbox 360.

Project Gotham Racing® 3 (Xbox 360)

Publisher: Microsoft Game Studios
Developer: Bizarre Creations
Genre: Racing
Released: 11/29/2005



Project Gotham Racing® 3 creates the ultimate roster of the hottest supercars in existence, introduces them to the high-definition era, and drops them into a completely new gaming world, where style rules the road. Define and create individually customized gameplay; race on or offline; and drive what you want, where you want. Drive with style and daring to earn Kudos in front of large crowds, and win badges to reward your skills in all areas of the game. With a whole host of new racing modes, PGR 3 takes advantage of the online advances Xbox 360™ has to offer.

Tony Hawk's Project 8™ (Xbox 360)

Publisher: Activision
Developer: Neversoft Entertainment
Genre: Sports
Released: 2006

Tony rides again in a totally redesigned next-gen Tony Hawk's Pro Skater game from Activision. The game challenges players to experience the intensity and pressure of skating against some of the world's top pros in true to life competitions as they aim to become the #1 skater. With an entirely new gameplay engine, the trick-based gameplay features amazing, detailed character animations that react realistically on and off their boards, a new physics system, an innovative bail mode and the ability to move ramps and rails throughout the city.



Carom3D (PC)



Publisher: Samsung Electronics
Developer: NeoAct
Genre: MO(Sports)
Released: 2002

Carom3D is an online multi-user billiard game created with special 3D graphic effects bringing every aspect such as 6 ball, 9 ball, 8 ball and other Billiard games to life. You can play with players from more than 100 countries.

Carom3D has been serviced from Dec.1999 and now it is called the best online billiards game. Carom3D grows day by day and we are doing our best to keep this game to be called the best online billiards game.

5. WCG Partners

1) Worldwide Partner – Samsung Electronics



Samsung Electronics has been sponsoring World Cyber Games since 2000. Samsung aims to utilize this e-sports platform to contribute to the gamer community and help fuel the development of a gaming industry.

With gaming, Samsung is helping to break down cultural barriers and bring regions together, while supporting friendship and sportsmanship among youth around the world. Samsung believes there is a strong need to nurture a healthy and sound cyber world. Its support of the WCG aims to maximize the beneficial effects, and minimize any adverse effects of games by nurturing a sound and healthy games culture.

Through the WCG, gamers, representing their countries can fully exercise their talent, skills and energy to attain self-esteem and self-actualization. Furthermore, the WCG strengthens Samsung's relationships with future customers of the cyber world. Participants and spectators of the WCG are mainly 'early adopters' of up-to-date technologies and are opinion leaders in the IT industry.

Samsung and Sports Sponsorship

Samsung has consistently sponsored and supported a broad range of sporting events for almost 20 years, including many world-class competitions such as the World Cyber Games, Olympic Games and the Asian Games. Sports sponsorship is a vital communication tool that helps people understand Samsung's corporate philosophy and values. Its ability to unify people and encourage them to challenge themselves and find inspiration strongly echoes Samsung's corporate philosophy, which seeks to improve human society through the application of digital technology. Sports also demonstrate the company's commitment to responsible corporate citizenship and global friendship.

About Samsung Electronics

Samsung Electronics Co., Ltd. is a global leader in semiconductor, telecommunication, digital media and digital convergence technologies with 2005 parent company sales of US\$56.7 billion and net income of US\$7.5 billion. Employing approximately 128,000 people in over 120 offices in 57 countries, the company consists of five main business units: Digital Appliance Business, Digital Media Business, LCD Business, Semiconductor Business and Telecommunication Network Business. Recognized as one of the fastest growing global brands, Samsung Electronics is a leading producer of digital TVs, memory chips, mobile phones, and TFT-LCDs.

For more information, please visit www.samsung.com

2) Premier Partners

About Xbox 360 and Games for Windows



With its sheer power, portfolio of graphically stunning games, rich online capabilities, and features for enjoying music, movies and photos, Microsoft's Xbox 360 and Games for Windows are delivering integrated digital gaming and entertainment experiences that simply can't be matched.

Xbox 360 is the most powerful video game and entertainment system, delivering the best games, the next generation of the premier Xbox Live online gaming network and unique digital entertainment experiences that revolve around gamers. Xbox 360 is expected to have a catalog of more than 160 high-definition games by the end of 2006 and to be available in nearly 40 countries by the end of 2007.

Additionally, Microsoft Windows is the most popular operating system in the world for games, delivering the widest range of titles, the most gaming hardware choices, and advanced gaming technology for players of all types. With the introduction of Windows Vista in 2007, the Games for Windows platform powered by DirectX 10 will deliver to gamers the most enjoyable and innovative gaming experiences available on a PC through popular favorites such as Flight Simulator X and Age of Empires III: WarChiefs as well as genre defining titles such as Crysis and Alan Wake.

For more information on how you can jump in, visit <http://www.xbox.com/xbox360> and <http://www.gamesforwindows.com>.

About CIRCUIT CITY



With its headquarters located in Richmond, Va., Circuit City Stores, Inc. (NYSE: CC) is a leading specialty retailer of consumer electronics and related services. The domestic segment operates through 643 Superstores and 12 other locations in 158 U.S. Markets. The international segment operates through approximately 800 retail stores and dealer outlets in Canada.

Circuit City also operates a Web site at www.circuitcity.com, www.thesource.ca and www.firedog.com.

3) Official Partners

About Philips amBX



amBX is shorthand for '*ambient experiences*'. Driving the next generation of home entertainment, it's a scripting language, a software engine and architecture.

With amBX, multiple devices in your room work in harmony to deliver new entertainment experiences: surround lighting, sound, vibration, air movement and other effects. It takes what's pretty much a 'virtual' activity - games, DVDs, music - and turns it into a far more tangible, immersive experience.

If you're a gamer, the virtual world reaches out from your screen. You feel the action: the movement of vehicles, shifts in lighting, rumbling explosions, ricocheting bullets, wind in your face. The mix of ambient lighting, vision, sound and tactile sensations mean the gaming experience will never be the same. Further information on Phillips amBX is available at <http://www.ambx.com>.

About ProCurve Networking by HP



The ProCurve Networking business unit of HP delivers wired and wireless enterprise networking products, services and solutions. The foundation for ProCurve's business model is the Adaptive Networks strategy in which networks are adaptive to users, applications and an organization's needs.

ProCurve was positioned in the challenger quadrant in research and advisory firm Gartner, Inc.'s 2006 Magic Quadrant Report for Global Campus LANs and is the No. 2 networking company worldwide measured in both ports and Ethernet switch market revenue according to Dell'Oro Group.

Further information on ProCurve networking solutions and products is available at www.procurve.com.

About Samsung Digital Camera (Samsung Techwin)



Since we began the aircraft engine and film camera businesses in 1977, Samsung Techwin has been performing a pivotal role in developing the precision machinery industry of Korea. We have expanded the business scope to include semicon equipment & components and self-propelled howitzer businesses, producing up-to-date products, such as digital cameras the star of the multimedia era and video information devices. Particularly, the company is developing "digital cameras as a lifestyle," which are convenient to carry, based on super-precision lenses and screen processing technologies.

About Falcons Safety Products



Founded in 1953, Falcon Safety Products, Inc. is a privately held corporation headquartered in Central New Jersey. A world leader in compressed-gas technology, Falcon manufactures a diverse line of products including the Dust-Off® brand of computer / personal electronics cleaning products and signal horns for the marine, sport and safety markets. For additional information, please contact Falcon Safety Products, Inc. at 908-707-4900 or visit www.falconsafety.com

Part II About WCG

1-1 WCG Logo



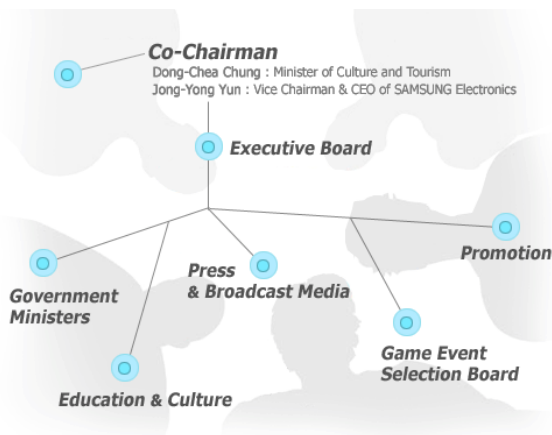
The WCG logo symbolizes the sharing of dreams and enjoyment of games among the world's youths through multi-interactive communication in the cyber world. The WCG will lead the development of digital entertainment culture by promoting harmony of mankind through e-sports, a mission of this "World Cultural Festival."

1-2 WCG Mascot : GamOn



"GamON", the WCG mascot, incorporates colors that stand for 'Virtuality, Reality, and Community'. GamON captures the image and the spirit of WCG: a joyful challenge at a harmonious festival.

1-3 WCG Committee



The WCG Committee is the representative organization of the WCG, an international group established to bring the first and greatest game culture festival to the world stage, as well as to create opportunities for the promotion and development of the global game industry.

2. WCG Vision

Named the world's most inclusive international computer & video game tournament, the WCG is the world's biggest computer & video game festival with the largest prize money and scale, attracting gamers from 70 countries all over the world this year. WCG also promotes harmony of the world by celebrating international game culture.



The path to harmony

The WCG was created to promote harmony of mankind through e-sports, by provided youths of the world with the opportunity to come together as one. The WCG is not only a video gaming tournament, but it's also a festival promoting harmony and cultural exchange, by bringing people together and overcoming barriers like language, culture and national boundaries.



A comprehensive digital cultural festival

As a leader of global digital entertainment, the WCG hopes to promote digital culture to the world through e-sports. In addition to the game competition, the WCG hosts international business conferences, exhibitions, and cultural events, positioning itself as a comprehensive digital cultural festival. The WCG has been improving continuously to enjoy its current enviable status.

Under the slogan "Beyond the Game", the WCG will continue to evolve to ultimately become one of the most celebrated festivals in the world.

3. WCG 2006 Grand Final Result Fact Sheet

1) WCG 2006 Participating Countries

Continent	Country
Asia Pacific & Oceania (19 countries)	Australia, New Zealand, Bangladesh, China, Chinese Taipei, Hong Kong, India, Indonesia, Japan, Korea, Malaysia, Singapore, Philippines, Thailand, Vietnam, Turkey, Iran, Pakistan, Saudi Arabia
Western Europe (17 Countries)	Austria, Belgium Denmark, Finland, France, Germany, Greece, Ireland , Italy, Luxembourg, Netherlands, Norway, Portugal, Spain, Sweden, Switzerland, UK
Eastern Europe (23 Countries)	Armenia, Azerbaijan , Belarus, Bulgaria, Croatia, Czech Rep, Estonia, Georgia, Hungary, Kazakhstan, Latvia, Lithuania, Macedonia, Moldova, Montenegro , Poland, Russia, Romania, Serbia, Slovakia, Turkmenistan, Ukraine, Uzbekistan
America (10 countries)	USA, Canada, Mexico, Brazil, Peru, Colombia, Panama, Guatemala , Ecuador, Venezuela
Africa (1 country)	Egypt

*** New Participating Countries in WCG 2006**

Armenia, Ireland, Montenegro, Azerbaijan, Guatemala, Saudi Arabia

2) WCG 2006 Medalists

	Gold	Silver	Bronze:
Half-Life™: Counter-Strike (1.6)	TeamPentagram (Poland)	NIP (Sweden)	Hooray (Finland)
StarCraft®: Brood War™	Yeon-Sung Choi (Korea)	Sung-Jun Park (Korea)	Sang-Wook Jeon (Korea)
WarCraft® III: Frozen Throne	Xiaofeng Li (China)	Yoan Merlo (France)	Mykhaylo Novopashyn (Ukraine)
Need for Speed™: Most Wanted	Alan Enileev (Russia)	Nikolay Frontov (Russia)	Steffan Amende (Netherlands)
Warhammer® 40,000 : Winter Assault™	Kyung-hyun Ryou (Korea)	Gregorio Costa (Brazil)	Karsten Hager (Germany)
FIFA Soccer 2006™	Daniel Schellhase (Germany)	Patrascu ovidiu (Romania)	Victor Gusev (Russia)
Project Gotham Racing 3	Wesley Cwiklo (USA)	Christopher Hogfeldt (Sweden)	erno kuronen (Finland)
Dead or Alive® 4	Ryan Ward (Canada)	Israel Navidad (Mexico)	Stephane Maine (France)

4. WCG Evolution

1) WCG History

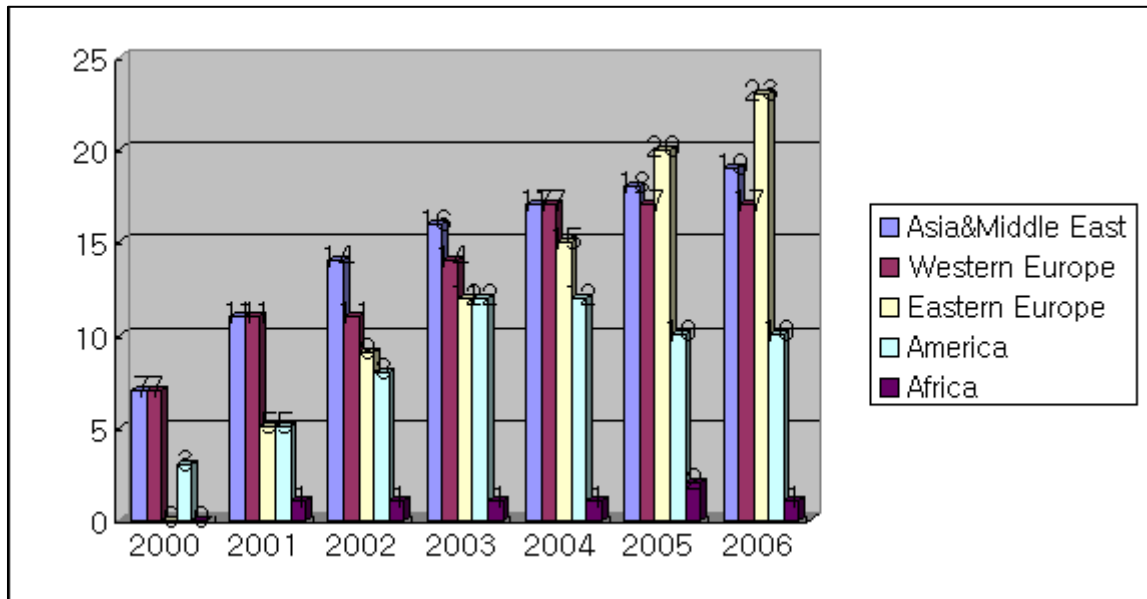
Year	2000	2001	2002	2003	2004	2005	2006
Title	WCG Challenge	WCG 2001 (the 1st WCG)	WCG 2002 (the 2nd WCG)	WCG 2003 (the 3rd WCG)	WCG 2004 (the 4th WCG)	WCG 2005 (the 5th WCG)	WCG 2006 (the 6 th WCG)
Official Games	<ul style="list-style-type: none"> ♦ Quake III: Arena ♦ FIFA 2000 ♦ Age of Empires II ♦ StarCraft®: Brood War™ 	<ul style="list-style-type: none"> ♦ Quake III: Arena ♦ FIFA 2001 ♦ Age of Empires II ♦ StarCraft®: Brood War™ ♦ Unreal™ Tournament ♦ Half-Life™: Counter-Strike 	<ul style="list-style-type: none"> ♦ Quake III: Arena ♦ 2002 FIFA World Cup ♦ Age of Empires II ♦ StarCraft®: Brood War™ ♦ Unreal™ Tournament ♦ Half-Life™: Counter-Strike 	<ul style="list-style-type: none"> ♦ WarCraft® III: Reign of Chaos™ ♦ FIFA Soccer 2003™ ♦ Age of Mythology™ ♦ StarCraft®: Brood War™ ♦ Unreal™ Tournament 2003 ♦ Half-Life™: Counter-Strike ♦ Halo™ (Xbox)" 	<ul style="list-style-type: none"> ♦ WarCraft® III: Frozen Throne™ ♦ FIFA Soccer 2004™ ♦ StarCraft®: Brood War™ ♦ Unreal® Tournament 2004 ♦ Counter-strike™: Condition-Zero ♦ Need for Speed™: Underground 2 ♦ Halo™ (Xbox) ♦ Project Gotham Racing 2® (Xbox) 	<ul style="list-style-type: none"> ♦ StarCraft®: Brood War™ ♦ WarCraft® III: Frozen Throne™ ♦ Counter-strike™: Source ♦ Warhammer® 40,000: Dawn of War™ ♦ FIFA Soccer 05™ ♦ Need for Speed™: Underground2 ♦ Dead or Alive® Ultimate (Xbox) ♦ Halo 2™ (Xbox) 	<ul style="list-style-type: none"> ♦ StarCraft®: Brood War™ ♦ WarCraft® III: Frozen Throne™ ♦ Half-Life™: Counter-Strike (1.6) ♦ Warhammer® 40,000: Winter Assault™ ♦ FIFA Soccer 06™ ♦ Need for Speed™: Most Wanted ♦ Dead or Alive® 4 (Xbox) ♦ Project Gotham Racing3 (Xbox)
GF Prize	US \$200,000	US \$300,000	US \$300,000	US \$350,000	US \$420,000	US \$435,000	US \$462,000
Total Prize		US\$600,000	US\$1,300,000	US\$2,000,000	US\$2,500,000	US\$2,500,000	US\$2,500,000
Countries	17 Countries	37 Countries	45 Countries	55 Countries	63 Countries	67 Countries	70 Countries
Participants	168,000	389,000	450,000	600,000	1,000,000	1,250,000	1,250,000
Grand Final	Oct 7-Oct 15 (9 Days)	Dec 5-Dec 9 (5 Days)	Oct 28-Nov 3 (6 Days)	Oct 12-Oct 18 (7 Days)	Oct 6-10 (5 Days)	Nov 16-20 (5 Days)	Oct 18-22 (5 Days)
	Everland, Seoul	COEX Convention Hall, Seoul	Expo Park, Daejeon	Olympic Park, Seoul	Bill Graham Civic Auditorium San Francisco	Suntec International Convention & Exhibition Center, Singapore	Autodromo Nazionale di Monza, Italy
	174 Players	430 Players	462 Players	562 Players	642 Players	679 Players	700 Players
Countries w/ gov't support			11 Countries	22 Countries	27 Countries	30 Countries	31 Countries

● No. of participants include all preliminary participants also.

" Xbox game 'Halo™' – First WCG official console game

² PC game 'Need for Speed™ : Underground' and Xbox game ' Project Gotham Racing 2®' – First WCG official racing game

2) Increase No. of Participants by region



3) Ranking of Participating Countries (2001 ~ 2006)

	Country	Gold	Silver	Bronze	Total
WCG 2001	1 Korea	2	1	2	5
	2 Germany	1	1	1	3
	3 USA	1	1		2
WCG 2002	1 Korea	3	2		5
	2 Russia	3			3
	3 Germany	2		3	5
WCG 2003	1 Germany	3	2		5
	2 Taiwan	2	1	1	4
	3 Korea	2		1	3
WCG 2004	1 Netherlands	3	1		4
	2 Korea	2	3	1	6
	3 USA	2	1		3
WCG 2005	1 USA	2	1		3
	2 Korea	2		1	3
	3 Brazil	1	2		3
WCG 2006	1 Korea	2	1	1	4
	2 Russia	1	1	1	3
	3 Germany	1		1	2

5. WCG Pan Regional Championships

To encourage gamers to participate in and enjoy marquee events with the WCG throughout the year, the WCG Pan-regional Championships were launched in 2006 in three continents; Europe, Asia, and America. With e-sports growing each year, these events will also serve to enhance brand awareness for the WCG among IT industry watchers in each region.

1. Europe-WCG Samsung Euro Championship

Firstly launched in 2005, the WCG Samsung Euro Championship (SEC) has been being staged during CeBIT in Hannover, Germany. Top European gamers showed their best play with attracting enthusiastic reactions from spectators and it has motivated to hold Pan-Regional Championships in other two continents, Asia and America. This year, more than 230 players from 26 countries participated in WCG 2007 SEC while 200,000 of spectators visited to watch those exciting matches.



2. Asia-WCG Asian Championship



After the successful WCG 2005 Grand Final and the first WCG Asian Championship in 2006, Singapore once again hosts the WCG Asian Championships from August 2nd to 5th in Suntec City, Singapore. This time, there will be 5 games and 12 countries participating. Each country will be holding qualifier rounds for the WCG Asian Championships, with the best gamers getting the ticket to Singapore where they will

compete for the title of the Asian Champion. During this period, the National Finals for WCG 2007 Singapore will also be taking place.

3. America-WCG Pan-American Championship

WCG Pan-Am Championship is the only all-star eSport event held in America. The best gamers and spectators are invited to this prestigious event. This year, WCG 2007 Pan-American championship was held at the Cancun Center in Cancun Mexico from June 22nd to June 24th. 80 players from 9 countries in the Americas gathered in Cancun representing their countries in 6 PC titles and 2 Xbox 360 titles.



6. WCGZone



WCGZone (www.wcgzone.com) is the game play site operated by the World Cyber Games. WCGZone allows gamers to play games, manage rankings, communicate with other gamers, and participate in online tournaments. The WCGZone's GamOn anti-cheat client allows gamers to play with other gamers in a safe, cheat-free environment.

Game titles which can be played in the WCGZone are: FIFA 07 Soccer, Age of Empires III, Age of Empires III: the War Chief, StarCraft, WarCraft III, Counter Strike 1.6, and Carom3D. Through the WCGZone, gamers can play year-round online matches and access clans, as well as other online community activities.

In addition to the year-round online competitions, the WCGZone provides gamers with various communication tools. One of the WCGZone's representative interactive communication tools is "MPloG," which is the gamers' individual web page. It is an enhanced user-friendly blog which goes beyond the basic services as well as offers a more segmented menu. In addition, gamers can find content through a new developed search engine.

The WCGZone also offers various opportunities to companies which want to communicate with young generations online. The WCGZone monthly league is one of the representative items that corporations can meet gamers directly. Companies support the WCG monthly leagues so that winners are awarded various prizes provided by sponsors. Companies create a blog, which is called "MPloG." Sponsors display their newest product for visitors and provide with a space to communicate with gamers.



7. WCG Global Organizer - International Cyber Marketing

1) About ICM

Interactive entertainment is at the core of the digital entertainment culture in the global business of the 21st century. The growth of gaming market and the demand for e-Sports content is growing at an extremely fast pace. Capitalizing on the trend of the times, International Cyber Marketing Inc. was founded in July of 2000 to organize world class e-Sports events or the World Cyber Games. The events were designed to create a festival of digital culture and harmonize the young generation from different backgrounds through it.

The WCG also organizes conferences that major game companies in the world participate in to help develop the WCG as a leader in the interactive entertainment.

2) History

2000 World Cyber Game Challenge

- International Cyber Marketing Inc. was founded.
- WCGC Organizing Committee was proposed.

2001 The 1st World Cyber Games, Seoul, Korea

- Organizing Committee of WCG 2001 was established.

2002 World Cyber Game 2002 Expo Park, Daejeon, Korea

- World Cyber Games Mascot "GamOn" registered
- Received an Appreciation Plaque from the City Government of Daejeon.
- World first adoption of the "Host City" concept in game Competition.

2003 World Cyber Games 2003 Olympic Park, Seoul, Korea

2004 World Cyber Games 2004 San Francisco, USA

- The first Grand Final outside of Korea

2005 World Cyber Games 2005, Singapore

- The first Grand Final in Asia outside of Korea

2006 World Cyber Games 2006 Monza, Italy

- The First Grand Final in Europe Continent
- First-ever satellite live broadcasting in gaming history

2007 World Cyber Games 2007 Seattle, USA

- The Second Grand Final in the United States