



*i*Opener
INTERACTIVE CONCEPTS



your imagination controls the game called reality



Real-time RACING GAME™





iOpener

INTERACTIVE CONCEPTS

COMPANY PROFILE

iOpener is a young dynamic organisation, headquartered in Duivendrecht near Amsterdam (the Netherlands), and is shaping up to be a leader in developing interactive concepts.

iOpener is constantly exploring creative ways to use new technologies to improve the user/consumer experience in both the real and virtual worlds.

The organisation brings together a team of seasoned professionals with backgrounds in TV, Internet, Telecom, Marketing and Gaming, and is ready for the era where the real world and virtual world integrate.

THE PATENT

What can create a more optimal experience than when real 'objects' are integrated into the virtual world?

With this visionary idea, **iOpener's** founder, Thian L. Ong, devised a new technology which is defined in **iOpener's** patent.

The patent (# EPO 1198274) concerns the system for the integration of realistic moving objects in a (2- or 3- dimensional) virtual environment, by using Global Navigation Satellite Systems (GNSS), e.g. GPS, as the supplier of the location co-ordination data of the realistic object in the virtual world.

In the case of the 'Real-time Racing Game' this innovative technological breakthrough will enable gamers to join the game and compete in real-time directly against professional drivers when an actual live race is going on.

CONCEPTS

The organisation's product offering is aimed at the rapidly expanding gaming market. The patent's technology is used in **iOpener's** 'Real-time Racing Game', which integrates GNSS data (e.g. GPS) with the for instance cars' and track data, which in turn feeds through to gamers via a virtual console/online game.

Looking to the future, **iOpener** has also already identified a number of other games and areas where GNSS technology can be used to integrate the real and virtual worlds, including several value-added 'serious' gaming concepts. Combining the 'user generated content' internet era with GNSS (e.g. GPS), **iOpener** is also exploring concepts to connect personal GPS devices to (mobile) internet.

REGIONAL WINNER GALILEO MASTERS

iOpener is the regional winner of the 2006 Galileo Masters competition for its innovative 'Real-time Racing Game'.

This European Satellite Navigation competition is being organised for the third time throughout Europe under the patronage of the Bavarian Minister for Economic Affairs, Erwin Huber. The competition has been extended to include contestants whose concepts are already currently achievable through available satellite navigation systems, such as GPS, GLONASS and EGNOS and will experience a significant enhancement through the GALILEO system.

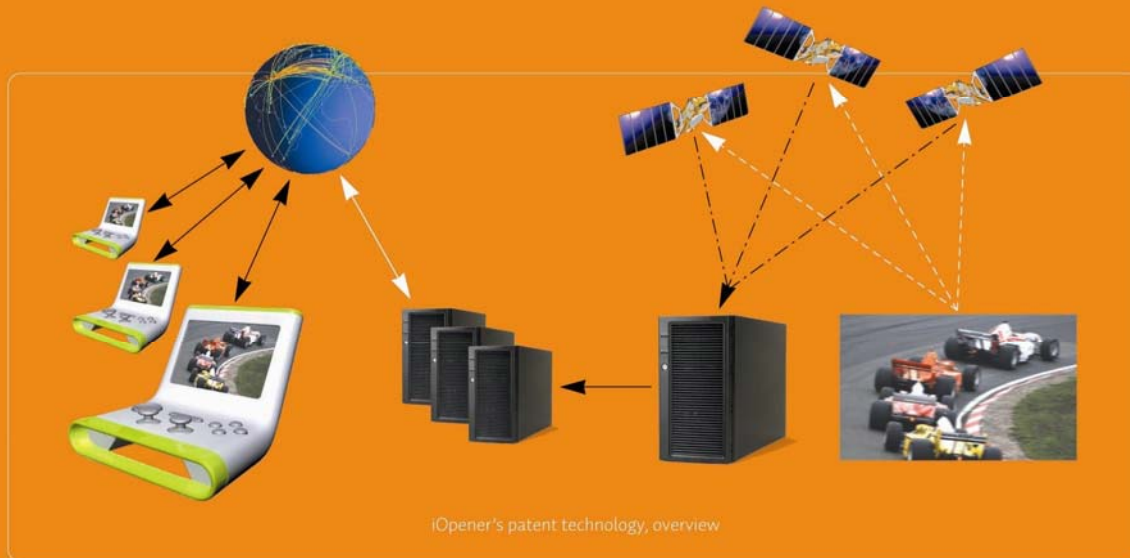


INVESTOR RELATIONS

iOpener is now ready for further investment to develop a marketable version of the 'Real-time Racing Game', which is expected to launch in the consumer market by the end of 2008. This game presents great earning potential. If you are interested in investment opportunities, please contact us for further information.

In addition, **iOpener** has a number of other interactive concepts which also present interesting opportunity for investment. Please contact us to explore further.

Real-time RACING GAME™



THE GAME

Experience the ultimate race game challenge. By integrating GNSS data (e.g. GPS) with the cars' data and track data, you have the most accurate race game simulation possible!

NEW AND UNIQUE GAME FEATURE

You can play the game and compete in real-time directly against professional drivers when an actual live race is going on! Try and beat the professional, only at Real-time Racing Game, because of patented technology!

CRASH BETWEEN REAL AND VIRTUAL WORLDS

If you crash your car into the car of a professional driver in a live race, the game will show the simulated crash, and after a few seconds the real live data of the professional driver will be updated to enable the race to restart. Depending on the level of damage to your car, you may be able to continue the race.

INTERACTION WITH OTHER GAMERS

In this race game you can play against other players who are racing online. This is good practice for the actual races against professional drivers.

REAL-TIME RACING TV

While the actual live race is going on, the best game players are invited in the TV studio to race their game in front of the camera and a live audience trying to win the gamers cup.

THE REAL-TIME RACING COMMUNITY

Considering the great amount of race fans, a web portal will be developed where you can meet other fans and talk about your strategy, tricks, etc.

THE TECHNOLOGY

The patent's technology is used in iOpener's 'Real-time Racing Game', through integrating GNSS data (e.g. GPS) together with the cars' data and track data into a virtual console/online game.

FIRST REACTION OF THE MARKET

Market reaction has been phenomenal towards this new exciting value-added feature in the gaming world, and the concept can be leveraged for *all auto, motor and other racing games*.

CURRENT STATUS (4TH QUARTER 2006)

The proof of concept is currently under development. iOpener is now ready for further investment to develop a marketable version of the 'Real-time Racing Game', which is expected to launch in the consumer market by the end of 2008. This game presents great earning potential. If you are interested in investment opportunities, please contact us for further information.

FACTS

Auto Racing is a really popular sport with hundreds of millions maybe even over a billion race fans. To give an example; the first Grand Prix this season in the A1GP, the race in Zandvoort (the Netherlands) was viewed by 800 million viewers globally. This is particularly exciting, given the A1GP is a new activity in the racing sport, being in its second season.

[source: RTV N-H]

Sony and Microsoft are making 'online' a key component of their new machines. In the coming years more and more people will have their consoles online and make it a real revenue producer. In time online subscriptions, micro-transactions and in-game advertising will produce real sales and profits.

[source: UBS investment research]

Sony and Microsoft will have to acquire games and game developers to boost their shares on their own platform.

[source: UBS investment research]



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