



COMPANY



Overview

Bring together compelling interactive storytelling and **award-winning 3-D Real Time Strategy (RTS)** gameplay and you'll understand why Relic Entertainment earns high praise from gameplayers and industry experts alike who salute the Company's strong corporate vision to become the best software studio in the world.

Founded in 1997 by Alex Garden and Luke Moloney in Vancouver, Canada (a city conducive by nature to nurturing great game developers) Relic set new standards for RTS with its debut product, Homeworld. Taking the year's E3 Expo by storm, **Homeworld** went on to be named **PC Gamer's 1999 "Game of the Year."** The world's bestselling PC Game magazine gave it a 93% rating, going on to say: "Engrossing real-time strategy matched to a vital and visually intense story make this a gaming experience like no other." Both Checkout.com and IGN.com concurred, calling it the "Best Game of the Year." IGN.com wrote: "Relic not only tackled space, but may have just changed strategy games forever." Top-selling gaming magazine, Computer Gaming World, in naming Homeworld "Strategy Game of the Year" for 1999 said, "The game follows a very simple recipe for making a great game: an original concept executed to near perfection."

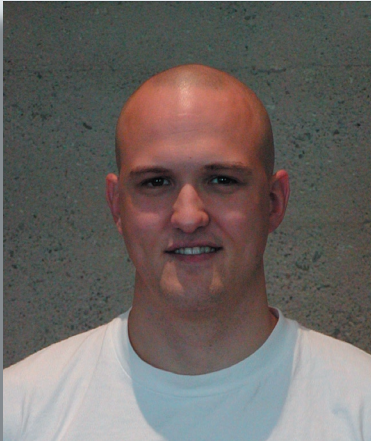
Since then, the creative studio continues to develop great titles that go well beyond the standard blood and guts 'shoot-em-up' genre into a new era of interactive entertainment where story and strategy drive development. **Homeworld: Cataclysm**, developed by Barking Dog Studios, and the soon-to-be-released **Impossible Creatures** all stand at the heart of Relic Entertainment today.

In fact, wherever there's a great story and the opportunity for immersive gameplay strategy, Relic has set its sights - from the Windows environment to the leading game console platforms emerging today, the key is always **'THE GAME'** and pushing the limits of where it can take us ... and what it can be.





PROFILES



Alex Garden, CEO

Computer Gaming World Editor-in-Chief Johnny Wilson called Alex Garden "The Gaming Industry's next Sid Meier." There's no doubt that Alex has already established a strong foothold in the entertainment software development arena with the release, and award-winning journey of Homeworld, the first title from Relic Entertainment Inc., and its follow-up, Homeworld: Cataclysm.

While much has been made of Alex's 26 years of age, it must be appreciated that he's 'put in his time' in the industry – first as a **fifteen year-old game tester for Vancouver-based Distinctive Software Inc.**, and then with stints at world-leading developers **Electronic Arts Canada** and **Radical Entertainment**, before founding Relic Entertainment in 1997.

Surrounding himself with the best in the business - from highly creative designers and programmers, through a strong and visionary management team - Alex Garden believes that Relic Entertainment has exactly what it takes to secure a position as **the industry's #1 developer for attracting talent and putting out uncompromising software titles**. The fun is in continuing to prove it, game after award-winning game.



Ron Moravek, COO

The best entertainment software development companies attract a complement of talents. It was a fortuitous meeting with Alex Garden while both were taking a motorcycle course that brought Ron Moravek to Relic Entertainment in March 1998. It was the perfect addition at just the right time as Ron brought the requisite experience and organizational talents necessary to keep the company on course until the introduction of Homeworld on September 27, 1999.

Ron's background includes graduation from Wilfred Laurier University in Ontario, Canada, with a **career in Sales at IBM** to follow. Three years later, and at the top of his field, Ron felt the 'Call of the West' and moved to Vancouver to work the next **decade with FedEx Canada in positions in Sales, Cargo, and Global Accounts**. This Fortune 500 experience has proved invaluable in attracting top business and creative talent to Relic: talent that recognizes that this is a creative studio that is building towards a long and healthy tenure in the industry.



Curtis Terry, CFO

Curtis completed his Masters Degree in Economics from Queen's University and was **recruited by FedEx where he worked for 8 years in various roles**. The last position held was Manager of Service Systems and Quality Assurance. Over the course of his career at **FedEx**, Curtis held positions in Corporate Finance, Strategic Planning and Marketing/Pricing. His area of expertise is finance, capital planning, and the development and execution of action plans.

As the Chief Financial Officer, **Curtis provides financial and management direction to the Company**, develops and implements the business plans for Relic and oversees administrative functions.