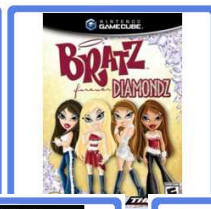


### WELCOME TO ATTRACTIVE GAMES

- 1998 to the present
- Developers on all platforms
- Full Licensed or Original Development
- Ports, Rescues, Solutions
- Art/Code/Design Contracting
- Proven multi-platform tools and technology

### WHY WORK WITH US

- Good company atmosphere
- Key people working together for over 15 years
- Good, open and honest communications
- Attractive games
  - Fun to play
  - Innovative art style
- Lots of published multi-platform titles
- Lots of licensed products over the years
- Latest Submissions passed first time
- PC-based Tools and Technology dev platform
  - Can upgrade tech simultaneously alongside production
  - Can share elements of design from Handheld to Console
- Schedule well and deliver on time
  - Minimum feature list with optional design elements
  - Development can stretch or contract to make our dates
  - Always deliver more than the minimum
- Experienced people driving the development process
  - Control creative process internally
  - Outsource partners for non-creative tasks





### ATTRACTIVE INTERACTIVE WORKS CV

- |  |                     |
|--|---------------------|
| Graveyard Smash (XBLA/PSN/Steam)                     | Media Grant         |
| Bad Guy Bodyguard (Design for iPhone)                | OysterWorld         |
| Garden Party World (Browser)                         | AEUK Games          |
| Killzone 3 Art, Design, Code (PlayStation Platforms) | Sony/Guerilla       |
| Horrid Henry: The Good, the Bad, the Bugle (3DS)     | AEUK/Koch UK        |
| Driver 5 (360/PS3) Art/Design/Code Outsource         | Ubisoft Reflections |
| Mr Bean Out of Control (iOS/Android)                 | Zattikka            |
| Centipede Nano Demo (XBLA 360)                       | Atari               |
| Hugo: Magic in Trollwoods (Wii, PS2, PC)             | Krea Medie          |
| Pizza Delivery Boy (Wii)                             | Majesco             |
| Agent Hugo: Hula Holiday (Wii, PS2, PC)              | NDS                 |
| Championship Pony (DS)                               | Zoo Games           |
| Mary King's Riding School (DS)                       | Ghostlight          |
| Wonder World (Wii)                                   | Majesco/Eidos       |
| Hugo: Magic in Trollwoods (DS)                       | Krea Medie          |
| Flunkerne: Superskurke (DS)                          | Krea Medie          |
| Flunkerne: Pa Manen (DS)                             | Krea Medie          |
| Pixeline: Magi i Pixieland (DS)                      | Krea Medie          |
| Allied Ace Pilots (DS)                               | Ghostlight          |
| Agent Hugo: Lemoon Twist (Wii, PS2, PC)              | NDS                 |
| Operation: Vietnam (DS)                              | Majesco/Eidos       |
| Bratz Forever Diamonds (GC/PS2)                      | THQ/Blitz           |
| Eyetoys (PS3)  | Curve/SCEE          |
| Vietcong: Big Country (Xbox Live Arcade)             | Take2               |
| Vietcong: Purple Haze (PS2/Xbox/XBLive)              | Take2               |
| I-Ninja (GC)   | Namco               |
| Bionicle (GC)  | Lego                |
| Die Hard Vendetta (PS2)                              | Fox/Vivendi         |
| ArmyMen: RTS (GC)                                    | Global Star/3DO     |
| ZooCube (GC)   | Acclaim             |
| Martian Gothic (PS1)                                 | Take2               |
| European Super League (Dreamcast/PS1/PC)             | Virgin              |

#### Plus Art/Design/Code Outsourcing on:

- Original Title for Apple/Android (With Euro Media Grant funding)
- Killzone Vita (PSVita)
- Driver Next Gen (360/PS3/PC/Wii)
- Fable 2 (360)
- Jade Empire (PC)
- Motor Storm/Motor Storm Alpine (PS3)
- Reservoir Dogs
- Karaoke Nights American Idol
- Hidden and Dangerous
- Barbie Horse Adventures
- Sponge Bob Creature from the Krusty Krab
- Pacman World 3D
- Fairly Odd Parents Shadow Creature

