

Miacomet, Inc.

*Putting players in the game with affordable
Real Feel® gaming controllers and software*

Miacomet was founded in 1996 with the goal of improving the game-playing experience for PC and console players. The company's founding developer, Chris Meredith, an avid PC game-player and sportsman, knew that sporting games could be more fun and exciting if the interface tools gave a more true-to-life experience than mice, joysticks, keyboards or gamepads provided. This inspired Meredith to develop the technology to put players in direct contact with the gaming experience himself. Miacomet and its Real Feel peripherals are the result of that inspired R&D effort.

Putting Players *in* the Game with Real Feel

Over the past several years, the pace of advance in computer graphics has been truly amazing. As the visual aspects of games become increasingly realistic, satisfaction with the decidedly *unrealistic* game interface tools that are available wanes. Rapid-clicking, 'swing' meters and elaborate attempts to choreograph increasingly elaborate combinations of keyboard, joystick and game pad moves are becoming more problematic as other aspects of the games become increasingly more complex and realistic. These problems are particularly acute in sports games, where the PC or console version plays out as a poor metaphor for reality. Any time a game simulates a physical sport – involving motions and actions that are familiar to anyone who has ever swung a bat, hooked a fish, tipped a cue-ball or chipped onto the green – mice, keyboards, joysticks, and game pads, by their very nature, place the user at an unnatural distance from the gaming experience.

Real Feel technology closes that distance, putting the user back into the middle of the gaming experience. When stepping up to the plate with Real Feel products, the player swings a bat – not a game pad – at the ball. After calling the nine ball in the side pocket, the player hits the cue ball with a cue stick, not a mouse click. When attempting a birdie at the third hole at Harbour Town, the player shoots from the green with a putter, not a joystick. The result is a more realistic gaming experience – one in which a player can become immersed for a more rewarding experience; sometimes even honing skills that will affect 'real' playing.

Developed to open standards to ensure compatibility with all popular game titles, Real Feel technology brings hands-on gaming excitement to computer and console sports and games, as players participate directly in the virtual fun and excitement on the screen. Whether playing pool with a real cue, feeling a fishing reel tighten as the catch strikes, stepping up to the plate and swinging the bat, using a favorite putter on a virtual green or cutting an edge on the slopes snowboarding, Real Feel peripherals bring more reality and enjoyment to any PC or console title. Real Feel is so true to the sporting experience, in fact, that virtual practice can have a positive effect on '*real*' sport skills. The first products to market using Miacomet's Real Feel technology are **Real Feel PoolShark®** and **Real Feel Fishin'®**.

The Market

The demand for products that will overcome the frustration that 'virtual sportspeople' have suffered is hard to measure, but at its minimum, this new market is huge. The overall retail market for sports game software was over one billion dollars in 1998, and is projected to grow strongly through 1999, reaching between 1.3 and 1.5 billion dollars before the year's end. The availability of hands-on game interaction devices like those developed by Miacomet could have a profound effect on the overall market, but even estimating a conservative share of the current market, devices such as the Real Feel line of peripherals and accompanying software are expected to drive impressive revenue streams from an active segment of that overall gaming market, both for single user play and for head-to-head play in the rapidly growing world of Internet tournaments and competition.

"The virtual pool playing community is holding its breath waiting for this product"

Clive Marsh, Vpool.com

In May of 1999 Miacomet and InterAct, the industry's leading manufacturer of gaming peripherals for PC and game consoles, announced a new partnership to bring the Real Feel line of sports peripherals to market.

InterAct, a Recoton® Company, is the world's largest video game accessory company and the leading supplier of accessories for the multimedia PC, sound, and surge markets. InterAct will leverage its strong distribution channel distribution to bring Miacomet's growing line of Real Feel products to the mass market. Under the agreement, Miacomet will continue to design and develop new Real Feel sports controllers for manufacture and distribution by InterAct into retail channels. Miacomet will continue to sell Real Feel controllers directly to customers as well, via alternate and Internet channels. The initial target sports game markets that the team of Miacomet and InterAct will pursue – pool, fishing, baseball, golf, and snowboarding – comprise about one third of the overall sports game market

Real Feel Technology

All Real Feel products combine patented sensory feedback and spatial motion technology to provide the most realistic and enjoyable gaming that can be experienced today. For example, unlike 'arcade-style' fishing games, **Real Feel Fishin'** challenges the player to participate in a realistic fishing adventure and hone real life skills! A Real Feel fisherman experiences:

- the thrill of the hit as the rod jerks in his hand when the fish takes the bait.
- the power and desperation of the fish as it struggles to escape, causing the reel to tighten and pull back, simulating a fight with a fish weighing as much 70 pounds.
- the disappointment of feeling the line snap when he misplays the fish.
- the excitement of strategic fishing as the line seems to go slack as the fish "runs" towards shore or tightens as it dives for the bottom.

The Real Feel Product Line

Real Feel PoolShark is the first product to market that utilizes Real Feel technology. This first and only controller that lets you play PC Pool Games with a real cue stick or the cue stick packed with Real Feel PoolShark, the "Shark" is designed to work with such market leading titles as *Virtual Pool 2* from Interplay, *Ultimate 8 Ball* from THQ and *Expert Pool* from Psygnosis. *Real Feel PoolShark* brings unprecedented realism, accuracy, and power to a virtual player's game. Whether playing snooker, 8-ball, 9-ball, bumper pool or any other chosen game, *Real Feel PoolShark* enhances the experience. Players rack up and watch the cue move across the table in real time. Hitting the ball just right, a player might sink some balls on the break; over-hit and balls will fly off the playing surface. Like all Real Feel products, PoolShark not only makes virtual play more fun, but it helps players hone skills used in real play. With the controller and included cue stick – or a player's own real cue stick – the Shark provides a forum for practice even if there isn't a billiards table or hall for miles. Available in November 1999, *Real Feel PoolShark* will be packaged in different bundles and configurations ranging from \$29.95 for the basic unit with controller and cue stick to \$79.99 for premium bundles that include a special traveling case, CD holders and accessories.

Real Feel Fishin' marks the introduction of both the *Real Feel Fishin'* controller and Miacomet's first in a new line of software titles designed to take full advantage of the fun and gaming possibilities offered by the Real Feel line of peripherals: **Real Feel Fishin': Surfcasting Nantucket®**. *Surfcasting Nantucket* is an incredibly accurate and fun simulation of surfcasting on New England's historic and picturesque Nantucket Island. *Real Feel Fishin'* will allow players to experience the thrill of casting a lure out into the pounding surf and wrestling a reluctant blue, fighting sea bass, or any of several dozen different types and sizes of fish back to the beach. During the struggle, players feel the excitement of the initial strike on the bait, the battle to outwit underwater opponents who run towards shore or dive to the bottom in hopes of breaking loose, and the jerks and pulls on the reel as fish as large as 70 pounds fight for survival. In addition to Surfcasting Nantucket, players can use Real Feel Fishin' with other popular titles for PCs and game consoles, as well as subsequent titles from Miacomet for fly, bass, and other fishing venues. *Real Feel Fishin'* and *Surfcasting Nantucket* will be available in Spring, 2000.

Real Feel Golf®, also shipping in Summer, 2000, brings golf lovers the most accurate and entertaining golf experience outside of heading to the links for the day. The Real Feel golf club knows when a player has sliced, hooked, or topped a ball, as well as when the player has dug a major divot into the course. This amazing club will match the experience offered by expensive golf simulators at a fraction of the price. In addition to recreational gaming versions, *Real Feel Golf* will also be available in special 'Teaching Pro'

editions. These innovative products will include bundled software and aids designed to help even the most confirmed duffers improve their games before heading out to the course.

Real Feel Baseball™ allows a player to step up to the plate with a realistic bat and take a shot at hitting one out of the park. Designed to accommodate both fastball and softball enthusiasts, *Real Feel Baseball* will be available in Spring, 2000.

Real Feel Snowboarding™ allows a player to mount a snowboard and set off to experience the thrill of cutting an edge down the most challenging of trails, practicing different 'extreme' stunts, and enjoying the thrill of mastering one of America's fastest growing sports. *Real Feel Snowboarding* is scheduled for availability in Autumn, 2000.

Hardware and Software Requirements

Real Feel peripherals are USB devices that work with the Microsoft-supplied USB drivers in Windows 98.

Miacomet Executive Profiles

Chris Meredith, Founder

Miacomet and the Real Feel family of products sprang from the imagination of Chris Meredith, professional musician, PC reseller, game fanatic, stock analyst, talented amateur surfcaster and occasional billiards player. As a musician, Chris toured for more than 20 years with different bands, working and collaborating with such legends of contemporary music as Steven Tyler of Aerosmith, Joan Jett, Mick Taylor of the Rolling Stones, and many others. In 1985, Meredith founded the first computer store on the island of Nantucket, Massachusetts, and followed-up that endeavor with a 1989 to 1993 stint as a stock analyst for McGowan and Company, covering the entertainment and high-technology markets.

Randy Hujar, President and CEO.

Hujar brings extensive experience in high-technology marketing to his role as president and C.E.O. of Miacomet, having most recently served as President and C.E.O. of Stromberg LLC. Prior to his tenure at Stromberg, Hujar founded Lyriq International Corporation in 1992, a gaming products company, which he sold to Enteractive Inc./US WebCornerstone in 1995 after numerous successes, including the popular *Picture Perfect Golf*. Over the course of his career, Hujar has brought more than 40 products to market in a wide range of applications from games to employee productivity and human resources and office applications. Hujar held various strategic and executive positions with other technology companies, including Lotus, Ashton-Tate and IBM, and is a recognized authority on marketing in the computer industry. Hujar holds a BA degree in Finance and Marketing from the University of Santa Clara, California.

Matthew Parzych, Vice President and Chief Financial Officer

Parzych brings his more than 25 years of experience in financial management to bear for Miacomet. In his most recent position prior to Miacomet, Parzych served as C.F.O. of InLight a developer of interactive multimedia patient education software applications. A technology veteran, Parzych has also held positions with a number of other software and technology related companies in the New England area. Mr. Parzych graduated from Fairfield University with a BS degree in Accounting and received an MS degree from Austin Dunham Barney School of Business at the University of Hartford.

Russell (Rusty) Dawe, Vice President of Development

Dawe's more than 25 years in game development bring extraordinary experience to Miacomet. During his tenure with leading game producers such as Atari and Sierra's Imagination Network, Dawe developed a number of games, including *Paperboy*, *Cloak and Dagger*, *I Robot*, and *ThunderJaws*; and participated on development teams for many others, including *Star Wars*, *Batman*, and *Indiana Jones and the Temple of Doom*. Most recently, Dawe was Chief Architect and Development Manager for The Imagination Network (recently acquired by AOL), where he created, designed and managed the development of 'CyberPark,' a massive, multi-player online interactive amusement park and shopping environment. Earlier in his career, as a senior systems analyst with D2S Associates, Dawe was responsible for advanced

software protocols and hardware interfaces for US and international military defense applications, as portrayed in the movie *Top Gun*. Dawes holds a degree in Electrical Engineering from Stanford University.

Merrill R. (Rick) Chapman, Vice President of Marketing

Chapman's multi-disciplinary experience in the software industry spans more than two decades. Since 1978, he has contributed to the successes of numerous key industry-leading companies, including WordStar, Ashton-Tate, IBM, AGA, Inso, Bentley Microsystems and Novell. Having worked in programming, sales, product support, product management and executive marketing roles, Chapman brings to Miacomet a valuable and unique breadth of experience within the business of technology. Chapman is the author of *The Product Marketing Handbook for Software*, co-author of the Software Information Association's *US Software Channel Marketing and Distribution Guide*, and has written numerous articles about software marketing for a variety of publications. Mr. Chapman holds a degree in English from the City University of New York.

Keith Adams, Director of Sales & Business Development

Prior to joining Miacomet, Adams served as Director of Sales for Enteractive Inc., developer and distributor of popular gaming software products. At Enteractive, Adams leveraged his more than 14 years' experience in the entertainment software industry to drive national sales of the successful *Picture Perfect Golf* software and infrared golf club bundle. Adams' amassed his sales expertise in the entertainment software working with industry leaders, including Sony PC Interactive Entertainment, Sony Computer Entertainment, Davidson and Associates, and Psygnosis. Mr. Adams graduated from Boston University where he majored in Biology with a minor in Computer Science.

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