

1.1 Products Overview

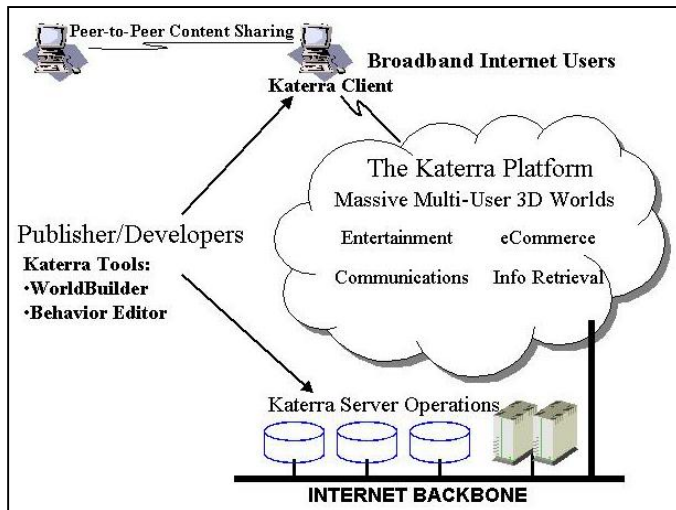
1.1.1 Application Tools for Broadband

Katerra will provide the development tools and client/server infrastructure services and support required for developers to build and bring to broadband users on the Internet massive multi-player 3D metaphor virtual worlds based on their unique content.

Developer Tools

While we expect to provide our developer tools at no charge to our clients, they are an important offering (consider how important developer tools are to the value of MS-Windows).

The two primary 3rd party tools are our World Builder and Behavior Editor.



World Builder lets clients import artwork, sound, etc. from various sources (Maya, Lightwave, etc) and create catalogs of objects. Then the user can layout their world from this catalog.

Every object has the ability to respond to environmental event (eg, it is picked up, clicked on, etc). Actions triggered by these events can be specified in the *Behavior Editor*. Real-Time actions are selected from a list that we provide (time is critical so we must control these actions). Asynchronous actions (those that can be performed off-line) may be written in a script language (JavaScript & VbScript are current candidates) and run in a FIFO manner on servers dedicated to servicing these requests.

1.1.2 Broadband Application Hosting Services

Katerra's clients will be provided the infrastructure services for hosting their broadband applications developed using the Katerra tools set. Katerra will provide three basic financial models for clients to pay for hosting their broadband applications: 1) Percent of Revenues – Katerra collects revenues for client and retains 10-15% for hosting services; 2) Simultaneous Users – Client will pay flat monthly fee to secure hosting for a maximum number of simultaneous users on their site; 3) Per User Visit fee – Katerra will charge a set fee on a per user session basis (eg \$.25) when a user visits a client site and it is up to the client as to whether the user or the client pay the charge. All revenues will be collected by Katerra commerce services and distributed to clients or billed and collected in advance of services. The financial model selected will be based on the type of application or content site and the client's credit worthiness. In essence, the Percent of Revenues model will only be used for clients that have an established track record and an offering that Katerra determines is sufficiently sound to warrant a partnering relationship.

The Hosting Services received by clients consists of the Katerra Platform Client/Server Software, Servers and Operations, and Internet bandwidth.

Client/Server Software – The most unique component of Katterra’s Hosting Services and key value proposition is the Client/Server Software. In essence this is the most technologically advanced and most difficult component to build and manage in any effort to build massive multi-user environment, and the complexity becomes geometrically higher when developing 3D environments. This technology would take companies several years to build at the cost of \$5M+, and there is no guarantee for success. Katterra in addition to providing the state-of-the-art client/server architecture has also built a proprietary physical layer manager that manages the flow of data between the Internet backbone and client (end-user machine) achieving levels of performance never before achieved. Not only will Katterra customers achieve tremendous savings in time to market and project costs, but they will have a decided performance advantage over any competing products and services in the market. For more information on the Client/Server Software see the *Technology Overview* section, page 6.

Table 1

	Do-it-yourself	Join the zVerse
\$1-3M	Content	
\$1M	Unique code	
\$5M	Software: -Client -Server	Content
\$3M	Servers & Operations	Unique code
High rate per MB	Bandwidth	C/S Software
		Servers & Ops
		Bandwidth

Provided by client
 Provided by zVerse

\$0.5M-3M
 \$0.5M
 10% of revenue (w/min)
 \$0.75 / month per user
 Passed through at lower rate (marked up)

Servers & Operations – Under the Client/Server software architecture reside the physical servers required to operate and maintain each Katterra world and the overall Katterra Universe. Each individual user in the Katterra Universe requires centralized storage of their account information (avatars, inventory, etc). We expect this to cost around \$1.50/month (assuming 60% of capacity of the initial data center... the cost drops as demand increases). Most Katterra Universe users will visit many client offerings and therefore the cost will be spread over multiple client accounts. An additional benefit of Katterra Hosting Services is the economies of scale achieved by managing and hosting each application and content site so that costs are spread across all accounts and users can freely navigate from client site and application to another with one central account.

Bandwidth - We expect to initially lease an OC-12 connection. OC-12 line prices are charged by usage, with a minimum equal to about 2 x OC-3 lines (so we get the OC-12 rate at about 50% of capacity). Considering that commonly used T1 and T3 lines are several times the cost of OC-12 lines our bandwidth will be significantly less expensive than what clients would pay themselves contributing to the cost savings and value proposition.

Key Benefit: Developer partners with the above tools and services can create and implement 3D virtual worlds in 1/2 the time and 1/2 the cost of development AND operation.

Commerce Services

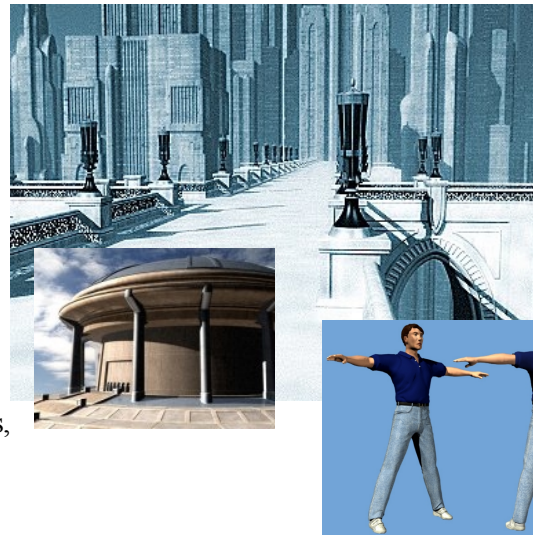
We will handle consumer billing for clients. We will also work to setup partnerships for linking our systems to those of back-end fulfillment centers, thus providing an end-to-end solution. We will charge a commerce fee (around 5%) for our billing services.

Support

While advanced support for complex environments would be handled by our clients, we will be the first line of support for most issues. We expect to bill our clients on a per incident basis for this service.

1.1.3 Katerra's Portal World - Avatania

Avatania – The threshold portal to all the Katerra Platform 3D virtual worlds, Avatania is also a destination site for commerce, targeted advertising programs and community building. New users will have access to the central areas of Avatania at no charge. This will include most of the main marketplace and the pavilions of 3rd parties. However, outlying districts and access to portals to proprietary content will require a subscription. The Continuum, see below, will be one of the premium pay for play sites that will draw users to Avatania. A limited number of classic game clubs will be available in the free area. However, private clubs, leagues, etc will only be available to subscribers.



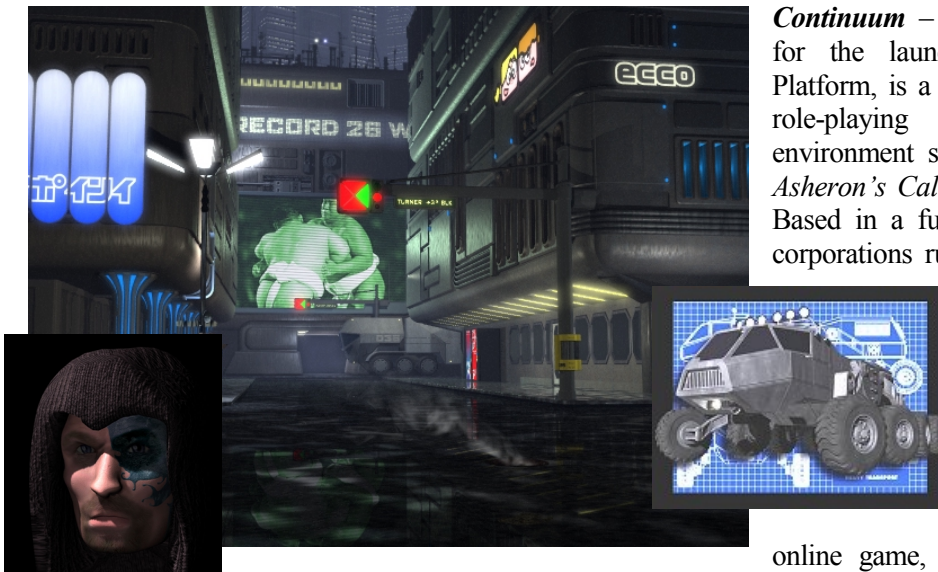
Membership Kits will include:

- Membership Information (online or fax forms and instructions)
- Katerra browser software (full version)
- Katerra Avatar Generator
- Katerra Universe core files and utilities
- Katerra Personal World Generator
- User Manual and Set-up Instructions
- Katerra Universe Map and Suggested Destinations

Personal Worlds – In addition to access to the premium areas of Katerra's Universe a subscriber will also receive the rights to build their own 3D world or a virtual apartment that will be uniquely their own space to design and populate with unique content. Personal worlds will be limited to 5 simultaneous visitors, but the option to purchase rights for more users and space will be available. Personal Worlds are essentially the same as today's personal web pages except for being 3D and having extras such as streaming video and audio as part of the base functionality.



1.1.4 Marquee Attraction: Sci-Fi Thriller Role Playing Game World - Continuum



Continuum – The marquee world for the launch of the Katerra Platform, is a massive multi-player role-playing game (RPG) environment similar to *EverQuest*, *Asheron's Call* and *Ultima Online*. Based in a futuristic world where corporations run the cities, players compete and cooperate to gain experience and “move up the corporate ladder.”

This state-of-art multi-player online game, designed by award-

winning game industry veterans, will set a new standard for online gaming in the areas of playability, richness of graphics and visual environment and execution speed. Multi-player role-playing has been enormously successful as evidenced by the hundreds of thousands of users that pay \$10 to \$40+/month to participate in these escapes from reality that pit real player vs. real player in fantasy environments. At this point there are very few of these games available on the market and those available are in their first generation of technology and game play refinement. Games available today are based on the same medieval fantasy settings made popular by *Dungeons and Dragons*™, Continuum, developed by Katerra's *Hard Wired Games* division, will be the first RPG to be developed for the broadband environment and is set in a sci-fi/cyberpunk setting that is so popular with gamers. This game is assured to attract hundreds of thousands of game enthusiasts to the Katerra Platform to experience the next-generation of online role-playing based on broadband speeds.

1.1.5 www.AtTheCrossroads.com: #1 Classic Games Site on the Web

Classic games are the foundation of Internet gaming, played by millions weekly. In addition to providing games for the Katerra Platform, the existing ATC user base will provide a fertile initial target market for the Katerra Platform.



Katerra acquired the Crossroads Media Group in April 2000. The Crossroads Media Group itself was founded in 1997 with the mission to offer a wide array of classical games and amusements in a family-friendly environment with a format similar to those found in a daily newspaper. AtTheCrossroads.com provides members four different ways to play each of their favorite games, several of which allow for game scores to be ranked and posted on either the #1 or the Top 10 leader boards. In addition to the daily computer challenges, AtTheCrossroads offers members the possibility for interacting with others in head-to-head play. These challenging, interactive games and friendly Crossroads environment has flourished into one of the best loved game sites on the web.

Membership for August reached a total of 60,000 members and continues to grow at a rate of 25% per month. With 30-day unique member visits averaging 12,500 and a 7-day unique member visits averaging 6,000 – it is clear that AtTheCrossroads.com has very loyal members. Furthermore, these members also spend significant time on the site. This fact was further underlined by the results of PC Data's Online Panels for August 2000, which in the category "games," **AtTheCrossroads ranked 2nd** in average time spent per page with a rate of 10 minutes, 32 seconds. Also, in terms of average time spent per user, we ranked 9th with a rate of 4 hours 30 minutes. In this category, **we ranked well ahead of each of our targeted competitors: pogo.com (14th), gamesville.com (23rd), and boxerjam.com (30th).**



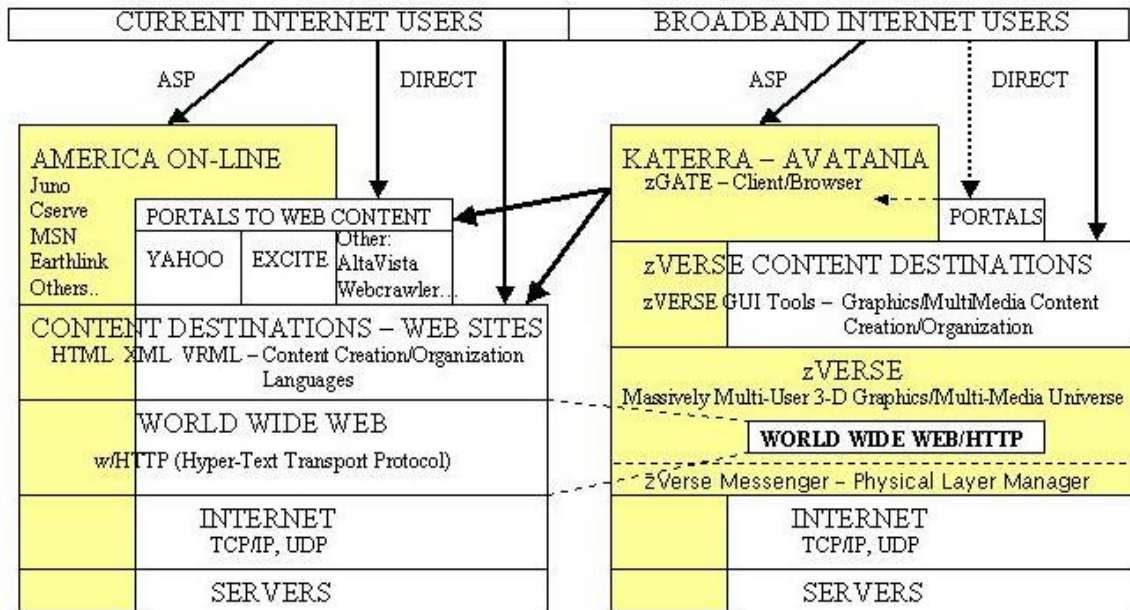
AtTheCrossroads displays 4.5 million pages per month and has been generating a click through ratio of .6%, which represents an average across all advertising campaigns combined. AtTheCrossroads is among the fastest growing games sites on the web and has tremendous prospects for revenue and profit growth in both the web and Katterra Platform environments.

1.2 Technology Overview

Katerra’s Platform is an environment in which thousands of users can interact with each other over the Internet in 3-dimensional virtual worlds. The power and versatility of the Katerra Platform is provided by its unique architecture. The internal name for the Katerra Platform is the *zVerse* (the ultimate or last virtual universe) and its subcomponents are named in relation to environment name. There are three key components:

- The zVerse server complex
- The zVerse client software - zGate
- Smart objects in the 3D worlds – zObjects

Katerra Platform Overview:



1.2.1 Server Complex

The Server Complex is the foundation of Katerra’s Platform (zVerse). Unlike a web server, where requests for data (in the form of web pages) are simply filled by a server to be statically displayed by the client-side browser software, the requirements of a server in a multi-user 3D world are quite complex. Since all users must be kept informed of what other users are doing, the communication between client and server components is a constant stream of two-way data. And, unlike a web server, scaling the server for increased traffic is not a matter of simply adding more parallel servers to handle the additional requests.

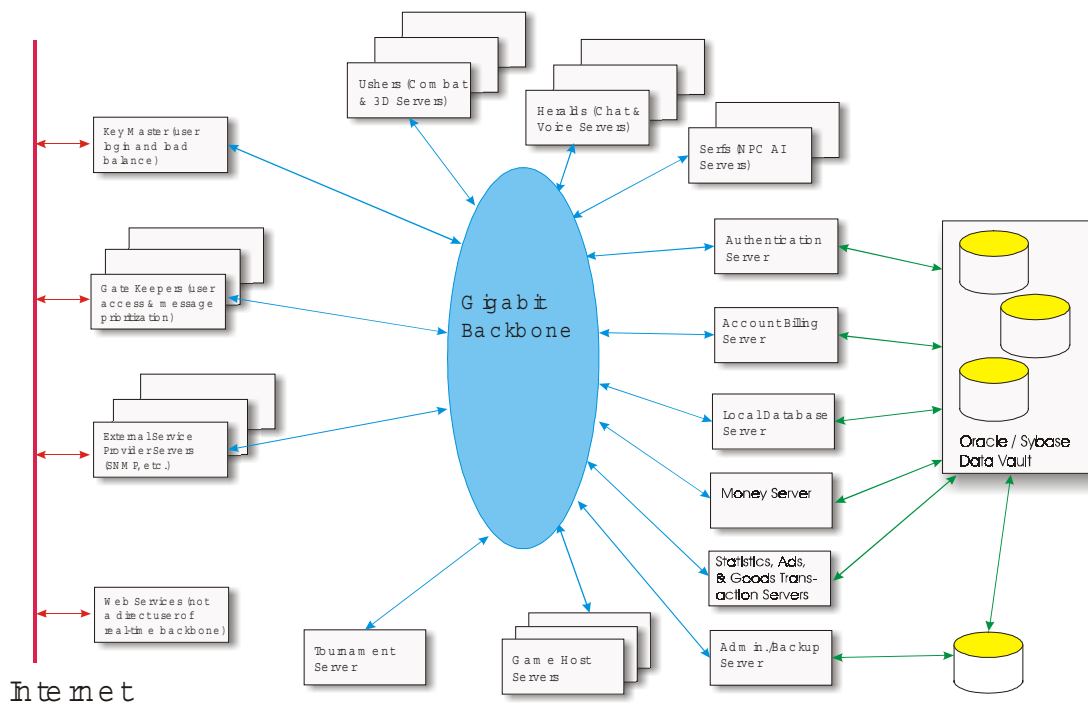
The zVerse server complex is comprised of 16 different server components running on 20 (scalable up to 1000) Unix-based Sun computers (Sun computers are used due to their efficiency in performing multi-threaded operations). These computers are linked via a high speed internal LAN. For security



purposes, only a few of the computers are physically connected to the Internet, acting as gateways between the clients and the core server complex. The rest of the servers are on the internal ring and only communicate among themselves and the gateway servers.

The internal servers can be split into three groups: region servers, application servers, and support servers. Region servers maintain all spatial information about users in a given region of 3D space. Application servers perform specialized processing for a given application (such as text, audio, or video chatting). Support servers provide services to the region servers (such as database management). A key feature of our region servers is that while multiple worlds may be housed on one region server, one world may also span multiple region servers. This scalability allows us to easily level the load for popular worlds.

Katerra Host Complex



Scaling our servers is done by: (a) load leveling among the region servers, adding new servers when required; and (b) adding application servers to handle the load for various groups of region servers. In general, the bottleneck of any 3D server system is not necessarily the number of simultaneous users, but the number of users in close proximity to each other. By maintaining relatively small regions we can scale our servers up linearly to accommodate increased demand.

Each zVerse server-complex site can be scaled to handle from 20,000 to 350,000 simultaneous users. This number can be increased through additional sites connected with each other via a private high speed ATM network (though a given world must reside on the servers of a single site). In fact, in order to provide redundancy we plan to create two sites, in different geographical regions, within the first year.



1.2.2 Client Software – zGate

Users' link to the zVerse is almost entirely handled via our proprietary client software, zGate (except for the initial download from our web site). One could think of zGate as our browser. Based loosely on software designed for first-person style computer games, zGate provides an immersive experience for the user. The user's current region of the zVerse is rendered in 3-D, updated 15-30 times per second. The user's avatar (on-screen persona) can be rendered in first-person or third person (over the shoulder view).

All functions, from logon to game-play, from workflow to e-commerce, are handled via zGate. Behind the scenes, all actions are confirmed with the server (and cancelled if invalid). Essentially, zGate provides a real-time view of the state of the current region as it exists on the server, complete with information on all other users in the current region. Server information is updated every 0.2 to 3 seconds (depending on the demands of the region). Artwork is downloaded as needed (though the majority of the artwork will be available for free on regularly updated CD-ROMs). Updates to zGate are downloaded automatically when users first run the program, so all users always have the latest version. The zGate also provides a vehicle to switch between the zVerse view and a standard 2D web browser view (Microsoft Explorer) so that users can have access to both forms interfaces to navigate the Internet and its content.

1.2.3 Smart Objects – zObjects

With servers to handle the worlds, and a browser to allow users to interact with the worlds, all that's missing are the tools for these interactions. Enter *zObjects*.

zObjects are 3D objects inside the zVerse that provide interactions. zObjects can interact with users, servers, and/or other zObjects. And zObjects can pull information for users or push information to them (under the control of the end-user of course). Some zObjects are physically attached to the virtual world, such as a hyperlinked billboard. Others can be placed in the user's personal inventory for use later, such as a communicator or a piece of virtual clothing.

Each zObject has between 1 and 3 components: (a) real-time client-side actions; (b) real-time server-side actions; and (c) asynchronous (eg, off-line) server-side actions. In most cases zObjects perform their task in real time. Communicators provide chat services (text, audio, video); video screens (or complete walls) can provide entertainment or business information; clothes can provide protection (eg, armor in a game); vehicles (or specialized accessories) can augment travel.

In addition, many zObjects perform much of their work asynchronously via our application servers (i.e. the processing takes "as long as it takes", and the user is informed when the result is ready). For example, a stock alert object would inform the user of important information about the user's investments, obtained during regularly scheduled processing conducted by a commerce partner (which posts messages to its clients' zObjects).

The zObject architecture allows us (and our partners) to create all sorts of innovative tools to be used in our worlds. In games, the zObjects provide all of the mechanisms for game-play, from interacting with the world (traveling, obtaining information, etc.), to interacting with other users (game pieces & rules, etc.). In commerce, zObjects provide the means for conducting meetings, purchasing things, running off-line agent-style processes, etc. zObjects will also be implemented as robotic avatars that interact autonomously with users in virtual worlds. From salespeople to security personnel, these "Bots" will be an integral part of the zVerse.



Perhaps the most significant feature of zObjects is that the asynchronous processing capability of zObjects allows for complex business procedures to be programmed. For example, a zObject could be programmed to transfer XML data between users (complete with data encryption). This information could also be archived or acted upon as a step in the process. At the recipient's end the zObject could automatically save the data in a particular format for further processing.

1.2.4 zVerse Applications

As is the case with any new application, the benefits of the zVerse lie in what can be accomplished with it. Unlike the current 2D World Wide Web, the zVerse is truly dynamic – always changing, whether a given user does anything or not. Without zObjects, this could be confusing or just plain boring. With zObjects, this dynamic environment can not only entertain, but also improve productivity.

The special nature of a 3D environment allows for real-world interface metaphors to be implemented (eg., an office – complete with file cabinets, office equipment, etc.), which results in reduced training and increased productivity. Add the capability for many people to interact with the environment at the same time and leaps in productivity are realistically possible.

The first target of the zVerse is on-line games. Not only are gamers early-adopters of new technologies, but with the addition of classic games such as those found on our AtTheCrossroads site (card games, board games, puzzles, etc.), games are the #1 activity on the Internet. Also, games such as our Continuum role playing game require state of the art processing. All of our zObjects benefit from the requirements placed on them for games.

A by-product of games is community services: chatting, on-line meetings, clubs, etc. We envision the day when multi-site business meetings will be held in zVerse conference rooms, complete with working presentation displays and video conferencing, where the resulting to-dos are downloaded into the participants' inventory. With the convergence of computers and TV, zVerse broadcasts of entertainment and education content can allow for very targeted interactive distribution.

Along with games we are also targeting e-commerce. One of our sets of application servers is dedicated to handling billing and commerce functions for both Katterra and our partners. Commerce functions will be handled via zObjects (one of which could look like a cash register). Fulfillment of commerce actions would be an asynchronous process linked to our partners (such as a fulfillment house).

Perhaps the area with the most potential is in providing business-to-business services. For example, supply chain services can be implemented with zObjects to link service providers up and down the supply chain. In this scenario all participants would be able to obtain information that pertains to them (via look-up zObjects).

Katterra's strategy for the zVerse is to provide the platform and tools to allow individuals and companies to extend the zVerse for their own purposes. Katterra will act as facilitators of the activities carried out in the zVerse: providing infrastructure services; enforcing a respectful environment; and continuing to advance the technology to enable dreams to become reality.

1.3 Applications for Technology

The Katterra platform is extremely feature-rich and flexible. As such it can be used to implement a wide variety of applications.

Entertainment	Live Events (concerts, town-meetings) Broadcasts (audio/video) Kids Areas/Amusement Parks Role Playing Games Classic games
eCommerce	Stores Showrooms Customer service
Data Visualization	Network Management (SNMP) Architecture/Design (buildings, layout, etc) Database

1.4 Patents and Other Intellectual Property

The Katterra platform includes many new and innovative software designs and techniques. Katterra will be pursuing patent protection of its intellectual property where possible. The following list outlines several of these areas.

- The Katterra platform uses advanced host-to-client bandwidth utilization technology that prioritizes and packs multi-application messages using a single TCP/IP socket connection. This results in a significant increase in throughput by maximizing the content of each packet.
- The Katterra platform includes intelligent encryption and predictive look-ahead caching of data in order to provide the client with required data ahead of time, while preventing hackers from gaining access to this information. The decryption and availability of this locally cached/encrypted data can be triggered by an event or a change in viewable area (at which time the decryption key is downloaded).
- Large-scale virtual worlds must be divided into multiple *regions* to conserve computing resources. The movement between regions often requires that the user be transported to the new region, with little in the way of continuity. The Katterra platform provides extensibility by using overlapping boundary areas and *ghosting* of avatars and objects across regions and servers. This allows server scaling to previously unavailable extents, and in theory, could be used to create infinitely expandable worlds.
- The Katterra platform includes intelligent object-oriented 3D objects and avatars that can interface with other avatars, other objects, real world devices, and non-player characters. The controlling code has real-time client and server components as well as an asynchronous server component (for lengthy tasks). The objects can be specialized “in-world” constructs, or intelligent interfaces to real world equipment, allowing for virtual spaces to be created where avatars can manipulate real world devices and equipment.
- The Katterra platform includes the ability to surf Internet screens and websites from within a 3D space in conjunction with one’s friends or others in a 3D virtual environment group. Several modes are possible: single user controls, others go along for ride; all users control, all go along with ride.
- The Katterra platform provides extensible 3D space through advanced camera/window portal technology. This allows a 3D space to include information from another 3D space in a portal view. Advantages include the ability to extend a space where a limited number of users can interact to one where a nearly unlimited number can view and interact with the same event, such as in an auditorium where the stage would be one region and all of the audience is broken up into many viewing “sections.”

1.5 People

Katerra's management team includes the following individuals:

Randy Hujar, Chief Executive Officer - In addition to his role as CEO of Katerra, Randy is also President CEO of Miacomet, Inc., a producer of computer game controllers. Prior to Miacomet, Randy was President and Chief Executive Officer of Stromberg, LLC, a software start-up in the time and labor management industry. In late 1992, Randy co-founded Lyriq International Corporation, a developer and publisher of sport and edutainment software, including the popular Picture Perfect Golf, a company recognized for its rapid growth and award winning products. Randy sold Lyriq in 1995 to Enteractive Inc./US Web Cornerstone (NASDAQ:CNRS).

During his career, Randy held ever-increasing positions of responsibility and has brought over 40 products to market. He has worked as Product Marketing Director for the Lotus 1-2-3 product line, Marketing Manager for IBM's word processing and desktop publishing products, General Manager for Ashton-Tate's MultiMate word processing and business graphics products and Marketing Manager for the industry standard dBase data base product line. Randy also held several marketing and sales positions within Hewlett-Packard and early in his career was a programmer for I.P. Sharp.

Randy is a recognized marketing authority in the industry having published several papers, and is a popular conference speaker on the topics of software marketing and software industry trends. He is fluent in Spanish, and speaks French and German. Randy received his BS in Finance and Marketing from the University of Santa Clara, California and completed a pre-graduate program in International Law and Business from the University of Vienna, Austria.

Gary Skiba, President & COO - Prior to accepting his role with Katerra, Gary was co-founder, President and CEO of Crossroads Media Group, Inc., the owners of the AtTheCrossroads.com classic gaming web site, which was acquired by Katerra in 2000. In late 1992, Gary co-founded Lyriq International Corporation along with Randy Hujar, served as it's Chairman, and also as its Chief Technology Officer, a role that he also served for Enteractive, Inc. after they purchased Lyriq in 1995.

Gary's career is very diverse, encompassing financial, marketing and development roles of ever-increasing responsibilities. He has been either lead developer or manager of over 30 product releases, including: *Picture Perfect Golf*, *LYRIQ Crosswords*, *Inside the SAT (also ACT, GRE, GMAT, MCAT, etc)*, *Discovering Endangered Wildlife*, *Inset*, *X-Pack*, *Hijaak*, and many others. He was also the middle manager in charge IBM's advanced word processing product development from 1989-1991 (with a budget of \$15M and 80 people in four locations).

In addition to co-founding Crossroads Media Group and LYRIQ Int'l, Gary was also co-founder of Inset Systems, Inc., a producer of advanced graphics tools. He served on Inset's Board of Directors until it was sold to Quarterdeck Corp in 1995. He was also an auditor for Peat Marwick, and a product manager for Ashton-Tate. Gary received his BS in Accounting (summa cum laude) from the University of Connecticut, where he was a University Scholar. He passed the CPA exam in 1983.

Jim Bologna, Chief Financial Officer - Jim brings a wealth of experience in financial management to Katerra. Prior to joining Katerra, Jim was the Chief Financial Officer for Iroquois Technologies, Inc, a \$150M manufacturer of OEM products in the transportation, electronics and specialty component industries.

Between 1996 and 1998, Jim was Chief Financial Officer for Perfecto Holding Corporation, a \$50M



manufacturer and distributor of consumer products, where he was responsible for completing several merger and asset acquisition transactions and streamlined operations resulting in lowering inventory levels by 40% while maintaining customer fill rates and increasing profitability. Prior to this Jim practiced professional accounting for 10 years with Price Waterhouse LLP, where he held several positions including Senior Manager in the Merger & Acquisitions Group where he led buy and sell side due diligence teams in more than 40 M&A domestic and international transactions. Jim was also responsible for audit and business advisory services providing services to public and private multinational and domestic enterprises. Mr. Bologna earned a B.S. in Accounting from Elmira College with a Fifth Year Requirements Accounting degree from USF and St. Leo College. Mr. Bologna is a member of the American Institute and New York Societies of Certified Public Accountants.

Rusty Dawe, Chief Technology Officer - The “Keeper of the Vision” of the zVerse, Rusty has 25 years of experience in the gaming industry developing products for Atari and Sierra Online’s Imagination Network. He has developed known titles such as Paperboy, Cloak & Dagger, I Robot, and ThunderJaws, and assisted with many others including Star Wars, Batman, and Indiana Jones and the Temple of Doom. Most recently he created, designed and managed the development of “CyberPark”, an online interactive amusement park and shopping environment that is a massive multi-player environment, and the genesis of the technology for Kattera.

Before Joining Kattera, Rusty was VP of Development for Miacomet, Inc. Prior to Miacomet, Rusty was the Chief Architect & Development Manager for The Imagination Network (recently acquired by AOL) where he was in charge of the creative team for CyberPark. Earlier in his career Rusty was a Senior Systems Analyst with D2S Associates where he was responsible for advanced software protocols and hardware interfaces for US and international military and defense applications as portrayed in the movie Top Gun. Rusty is a graduate of Stanford University with a degree in Electrical Engineering.

Vince Binder, Director of System Software – Vince joined Kattera in April 2000 and manages the company’s Oakhurst development office responsible for the server and system software for the Kattera Platform. Vince brings over 25 years of programming and systems architecture experience to Kattera and is known in the industry for his pioneering efforts in development of massive multi-player gaming networks. Prior to joining the company Vince was Chief Architect for AOL and was responsible for the Games Channel network architecture. Between 1993 and 1998 Mr. Binder was Director of Systems Technology for The ImagiNation Network, owned by Sierra On-line and later AT&T. During this period Vince led efforts to create CyberPark that was the industry’s first truly massive multi-player on-line virtual world. This technology was bought from AT&T by AOL and renamed WorldPlay. In 1992-93 Vince worked on massive multi-player game network development at Atari. From 1974 to 1991 Mr. Binder worked as a programmer and in MIS functions in both the public and private sectors. Mr. Binder received a B.S. in Physical Sciences and a B.A. in Economics from Washington State University.

Mark Tsai, Executive Producer – Mark joined Kattera in February 2000. He manages and directs the companies creative and technical efforts for the Avatania and Continuum projects. Mark brings more than 10 years of computer-based and console entertainment industry experience to Kattera and has served in management and production roles on over 30 products for over a dozen different platforms. Prior to joining Kattera, Mark was Senior Producer at GameFx, a THQ studio. There, he oversaw the production of GameFx's PC product lineup. Earlier in his career, Mark served in various roles at SONY Psygnosis' U.S. operations from 1990 to 1995, including Development Manager. His duties included overseeing and participating in the U.S. development and launch of over 40 products across a variety of platforms, including several best-selling titles in the award-winning Lemmings series.

