

**THE GAMES YOU
DON'T WANT TO MISS!**

WWW.GSC-GAME.COM

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COMPANY PROFILE

GSC Game World was founded in 1995 in Kiev, Ukraine. As of now we are the biggest game development studio in Ukraine and one of the largest in Europe. The company has enjoyed expansion lately – currently we work on 3 big projects, some more are about to be announced. Our company believes in the potency of its unified team, we grow, move forward and bring most challenging ideas to life. Motivated by constant will of progress we set ever more demanding objectives. We strive to be on top of the gaming industry and push the technology envelope. The task is by no means treated as easy, but it is owing to such goals that we never cease to progress and, in the long run, step by step, reach the targets. Moreover, it's incredibly interesting to live in world of games. Unlike any other, this is the work which is rewarding and at the same time fun to do! We don't know what "dull work" means here, while every single day of game making brings joy. Welcome to our Game World!



С наміром не несподівано?
 Ой Серже Пророктура?
 — Е-Е-Е —

CORPORATE HISTORY



The first two years of our activity were dedicated to development of multimedia encyclopedias and educational programs. In 1997 it was decided to change the direction towards development of computer games. We started with a non-commercial project Warcraft2000, which served a test for our technology. Warcraft2000 was built on our proprietary engine allowing to play battles of up to 8000 units on game map! – and keep in mind that this was at the time when all the other strategy games allowed no more than 200 units. That revolutionary technology allowed the players to get freedom with relation to size of their armies to subsequently drastically change the pillars of the real-time strategy genre. Though the biggest achievement of Warcraft2000 was our dedicated team: while accomplishing the project we obtained a team of goal-led programmers, artists, designers and musicians ready to take a more serious step forward. Feeling confidence to make it onto the gaming industry scene we got down to making our first massive project – historical real-time strategy “Cossacks: European Wars”. Gigantic, as of that time, number of nations, possibility of up to 8000 units in a battle, support of the Internet game, randomly generated maps, huge missions in no less extensive campaigns – that was a truly massive project. The game was released early 2001. It was published by CDV Software Entertainment AG worldwide, while Russobit-M released the title throughout ex-USSR territories. Cossacks turned out very successful: the aggregate number of copies sold for the original game and its two add-ons amounted over 2.000.000 units.

“Cossacks” series shook traditions of the RTS and established new standards in the genre. No one before had succeeded in creating such a large-scale strategy, and young, still unknown team from Eastern Europe made many in the industry surprised with its courageous project. The game managed to garner respect, admiration and what is more important – hearts of the strategy fans. Harvesting awards and excellent comments from the press, “Cossacks” was announced The Game of the Year in Germany and became the very first game from ex-USSR to hold top positions throughout international sales charts, including France, Germany, Great Britain, the USA and Russia.

Inspired by that success, we received an opportunity to lead few projects at one time and gathered full teams, able to develop games of different genres and directions. Soon, two new titles were released from the works of GSC Game World – add-on to “Cossacks” – Cossacks: The Art of war and tactical 3D-action Venom (Codename: Outbreak), that was recognized by the community as best shooter in terms of AI and outdoor environments.

Year 2002, GSC Game World continues shipping new projects characterised by quality and concise production timelines: Cossacks: Back to War, arcade racer HoverAce and historical RTS American Conquest with its official add-on American Conquest: Fight Back got released.

CORPORATE HISTORY

In April 2002, a publishing contract with CDV Software Entertainment AG to release two other full games and three add-ons to them – Cossacks: Back to War, American Conquest, American Conquest: Fight Back, as well as a sequel to Cossacks RTS Cossacks 2: Napoleonic Wars and an add-on - was concluded. Almost all of these games have been out already and gained recognition of both press and players. Cossacks 2: Napoleonic Wars is still in development to be released second half of 2004.

In May 2003 GSC Game World concluded a worldwide publishing agreement with THQ Inc. to release Survival FPS S.T.A.L.K.E.R.: Shadow of Chernobyl. According to numerous polls S.T.A.L.K.E.R. is a highly anticipated game of 2004 and has potential to compete against the best in the genre. The game is scheduled for release 2nd half of 2004.

In summer 2003 a contract with UbiSoft was concluded to create a historical real-time strategy set in the epoch of Alexander the Great basing on Cossacks II technology. The game is currently in production and is expected end of 2004 for release.

November 2003 players in ex-USSR got their hands on another GSC title – this time an arcade FPS with RPG elements FireStarter. In the first quarter of 2004 this quick-paced title got released in North America and other parts of the globe.

Therefore, at the moment we are in the development of three big projects and few to be announced soon. We continue working hard to keep up to our reputation of a company to make innovative and involving games of AAA quality!



CURRENTLY



At the moment GSC Game World is home for several creative groups proficient in game computer game developing. We launch console game development department shortly as well. The goal of the company is to demonstrate and multiply its achievements by attracting talented programmers, artists, designers, musicians, journalists and other specialists for creating new interesting products. Our team is in constant search of new ideas and their implementation, therefore we are always happy to work with newcomers, teach them and develop computer and video gaming industry in Ukraine!

Currently GSC Game World is associated with:

- Work with biggest worldwide publishers, as well hardware and software manufacturers.

Among the publishers we have worked with are THQ, UbiSoft, Virgin Interactive, CDV Software Entertainment AG, Russobit-M. We closely and productively cooperate with biggest worldwide manufacturers of hardware and software, such as NVIDIA, ATI, AMD, Intel, and others, so we can proudly speak about our "five cents in the bank of worldwide progress".

- Continuous progress and achievement of challenging goals



CURRENTLY

We strive to improve our skills and owing to that create ever more interesting games, enjoying popularity as in ex-USSR, so as in the rest of the world.

- Care about our company employees and providing for everything necessary to make their work enjoyable and effective

We offer people not only to work, but also become a part of a professional team whose name has already gained recognition throughout the globe. Work at GSC Game World means a brand new fully equipped office in Kiev, including in-house canteen and gym, friendly and warm atmosphere. It is also a possibility to successfully prove your potential while enjoying the work fully.

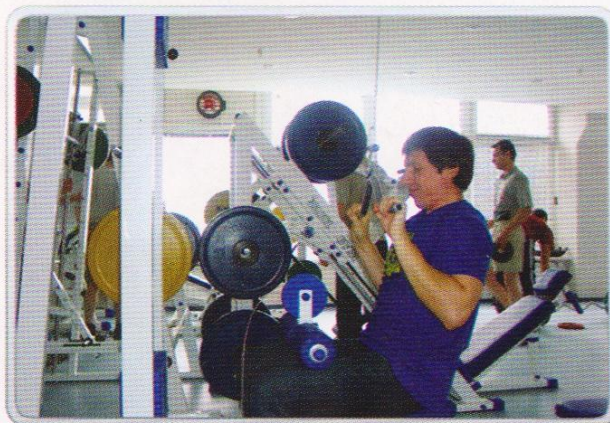
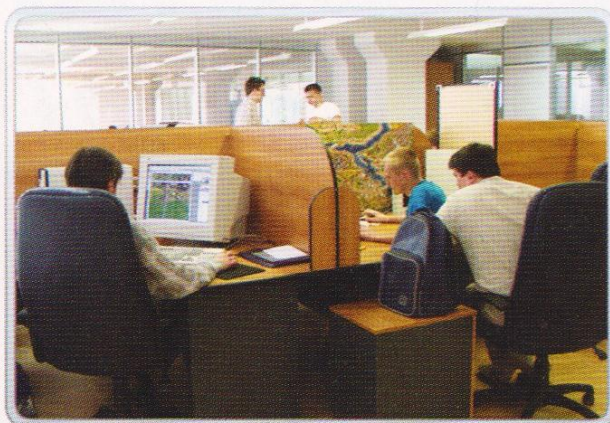
- Up-to-date, constantly upgraded technical base

We provide our company employees with the most advanced tools for implementing their creative ideas.

- Immense perspectives for those who ties his future with the company

We provide possibility for insider understanding of what game making is and share the common success with everybody.

We make our tomorrow today!



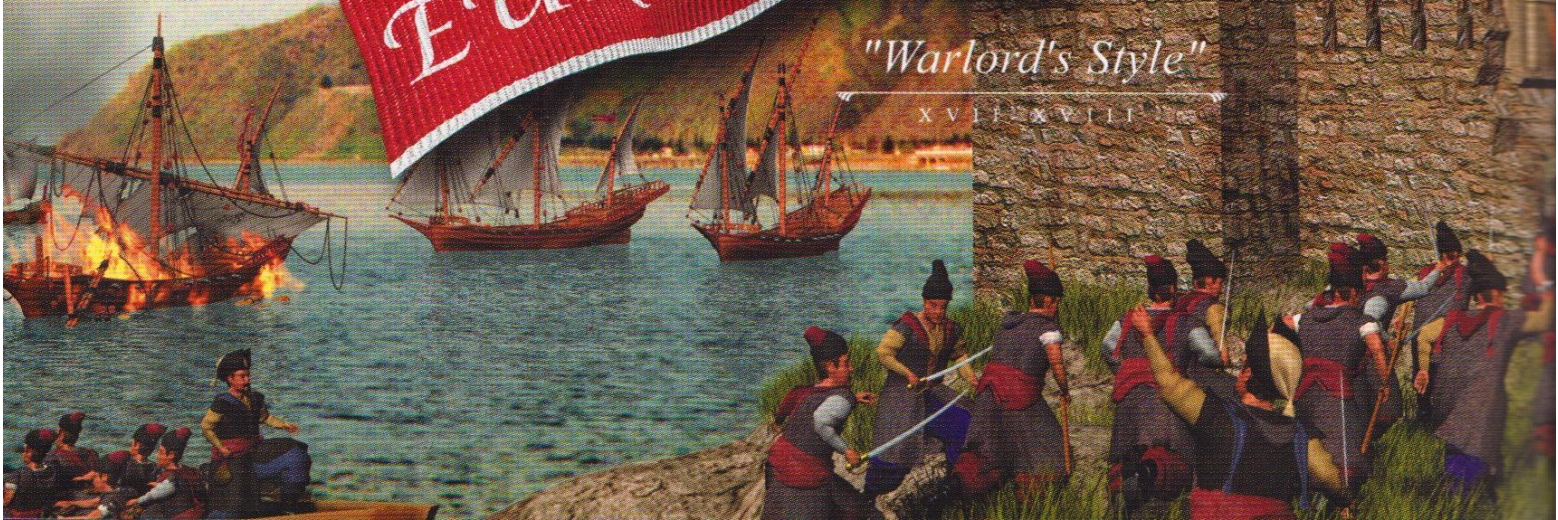
Cossacks



EUROPEAN WARS

"Warlord's Style"

XVII & XVIII



COSSACKS: EUROPEAN WARS

GSC GAME WORLD game development studio

Story

Cossacks: European Wars is a historical real-time strategy based on events of the XVI-XVIII centuries in Europe when nations and states were created and demolished, gold was turned into numerous armies, and never ending wars shed oceans of blood. It was the time when new regulations were developed in armies, and commanders' mastery was polished to perfection. The new era began... with thundering cannons and whistling bullets!

Features:

- Grandiose battles with up to 8000 units
- 16 rivaling nations with their original graphics, economic and technical development peculiarities
- More than 85 real historical large-scale wars and battles of XVI-XVIII centuries
- A huge technological hierarchy of more than 300 upgrades
- Military formations: column, rank and square. The formation includes an officer and a drummer, with units' abilities increasing when in the formation
- Unlimited variety of tactics for land or sea war.
- Original economic system with six resources: food, wood, stone, gold, coal and iron
- Landscape with real world physics
- Resolution: 800x600, 1024x768, 1280x1024, 1600x1024
- Huge maps of up to 30x20 game screens at 1024x768 resolution
- Special effects: smoke, fog, explosions, buildings' burning, explosion rebounds, real-time water rendering, etc.

Sales Data

More than 1,000,000 copies sold worldwide (except CIS).

Genre: **Historical RTS**

Developer: **GSC Game World**

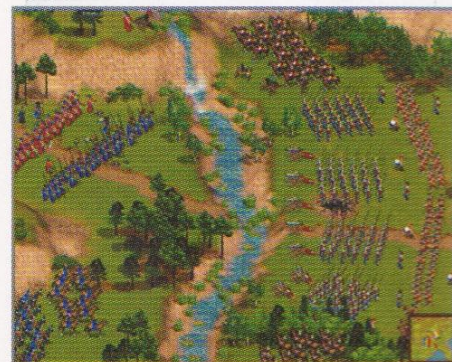
Worldwide Publisher:

CDV Software Entertainment AG

CIS Publisher: **Russobit-M**

Release date: **November 2000**

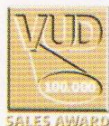
WWW: www.cossacks.com



ELSPA – Silver Sales
Award for over
100 000 copies sold



VUD Gold Sales
Award for over
100 000 copies sold



"...Cossacks: European Wars
represents the culmination
of classic-form
real-time strategy..."



THE ADRENALINE VAULT



"...The graphics are
excellent..." - 93%

"...This game redefines
strategic combat..." - 95%

"...No RTS fan
should miss this..." - 89%

"...Cossacks rewrites the
RTS rule-book..." - 92%



Best Computer
Game of 2001



PC HOME (April 2001) 95%



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Cossacks

THE ART OF WAR



COSSACKS: THE ART OF WAR

GSC GAME WORLD game development studio

Story

After the worldwide hit Cossacks: European Wars comes the expanded Cossacks: The Art of War. The focus is on an improved and more dynamic single player mode with adjustable difficulty. In addition, the internet play and community features were greatly improved allowing players to check out each others histories and review recorded games.

New units, nations, ships, a map editor, joining forces with the computer and exchanging resources all together take Cossacks to a new level.

Features:

- 5 new campaigns (with more than 30 missions in total): Prussia, Austria, Saxony, Algeria, Poland
- New massive maps with different terrains
- 2 new nations (Bavaria & Denmark)
- 6 new ships
- 6 new single missions
- 6 new historical battles
- 4 different difficulty levels
- New multiplayer game mode: Territory Capture
- Giving orders in pause mode
- New orders: guard, patrol, attack ground command for cannons ...
- A virtual camera records the game
- Improved AI (workers automatically enter mines), improved controls (new hotkeys)
- Map editor
- Global Ranking System (World ranking list)
- Alliances with AI nations
- Up to 16 times larger maps
- Extensive manual

Genre: **Historical RTS**

Developer: **GSC Game World**

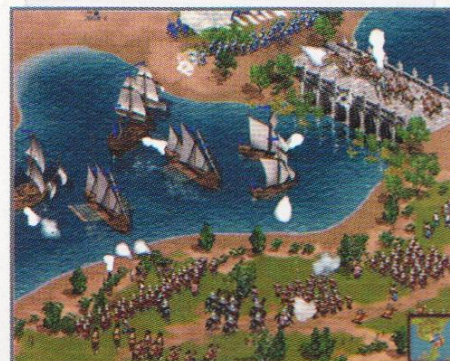
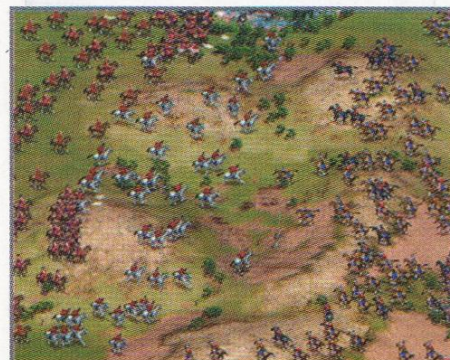
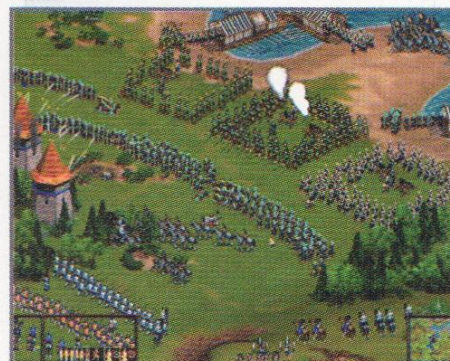
Worldwide Publisher:

CDV Software Entertainment AG

CIS Publisher: **Russobit-M**

Release date: **October 2001**

WWW: **www.cossacks.com**



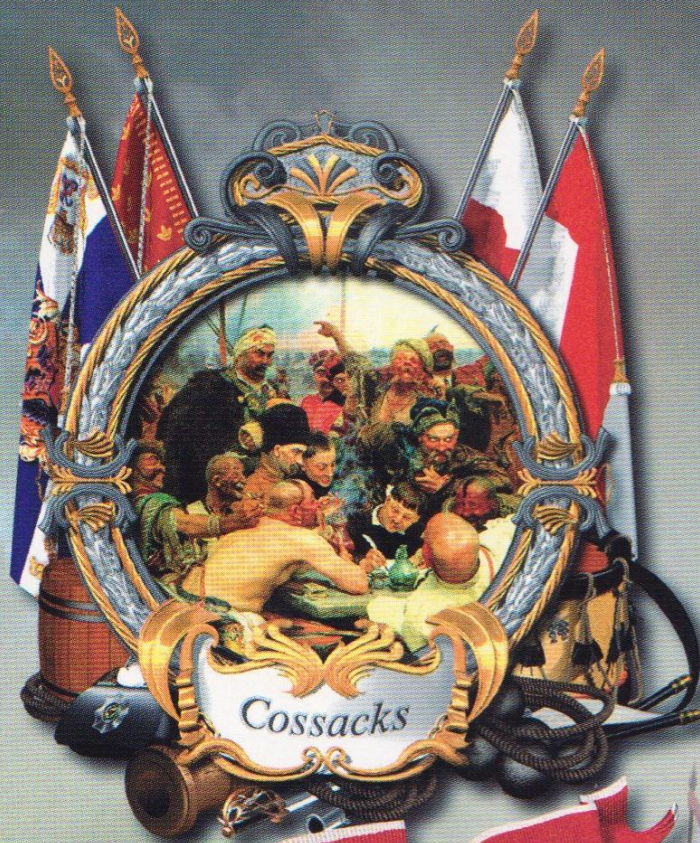
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Cossacks

BACK TO WAR



BACK TO WAR



COSSACKS: BACK TO WAR

GSC GAME WORLD game development studio

Story:

To stand all alone in war is extremely unpleasant. Extremely pleasant on the other hand is the stand-alone version Cossacks: Back to War. All the gameplay features of Cossacks: European Wars and Cossacks: The Art of War are wrapped up in a complete care package for all current and future Cossacks fans. Jam-packed with 100 captivating missions between the 16th and 18th centuries. In addition, two new nations, Switzerland and Hungary, which waged war in the late Middle Ages and essentially influenced the development of European military strategies are included. This is what makes the second add-on pass the threshold of allowed gaming fun at full speed.

Features:

- Thrilling real-time strategy game with historical background
- 20 nations to command
- Europe between the 16th and 18th centuries
- Stand-alone game, other Cossacks games not required to play
- 101 new single missions
- 2 new nations: Switzerland and Hungary with a total of 8 new units
- Spectacular real-time battles with up to 8,000 units
- 4 different difficulty levels
- 3D landscapes offer strategic advantages
- 1 new camel riding unit for Algeria and Turkey: Bedouin
- New Automatic Championship System (ACS) charts online competition on the web
- Special VIZOR features allows players to watch online games
- 20 new building types for Switzerland and Hungary
- Extra: Mod with an additional 30 units and 3 cannons
- Extended and historically accurate encyclopedia
- Detailed tutorial

All Cossacks games feature the following:

- Orders: Guard, Patrol and many more
- Startoptions for the random map generator can be configured (peace time, troops standing by etc.)
- Huge maps (30x20 screens, 1024x768 pixels)
- Multiplayer mode: up to 7 players via LAN or online, with 3 multiplayer modes
- Alliances with or against computer nations
- Virtual camera
- Map and scenario editor
- Improved AI

Genre: **Historical RTS**

Developer: **GSC Game World**

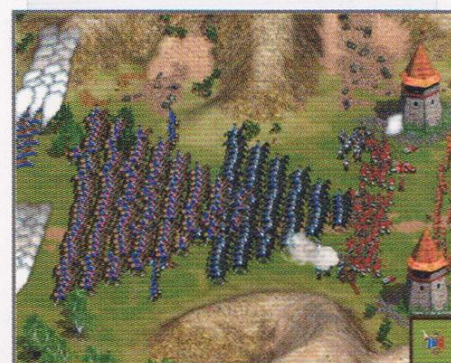
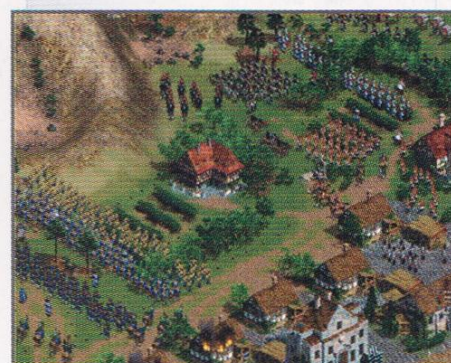
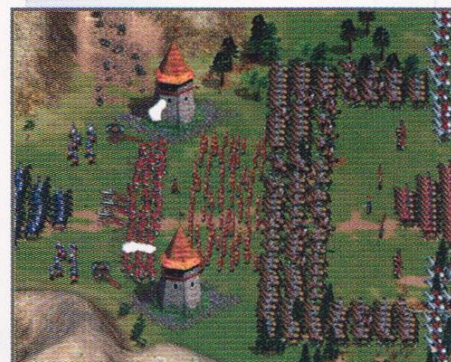
Wordwide Publisher:

CDV Software Entertainment AG

CIS Publisher: **Russobit-M**

Release date: **October 2002**

WWW: **www.cossacks.com**



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AMERICAN CONQUEST



AMERICAN CONQUEST

GSC GAME WORLD game development studio

Story

The New World is ablaze in American Conquest, the newest real-time strategy offering from the makers of Cossacks!

In the year 1492, you travel to America as Christopher Columbus and light the spark that will kindle 300 years of heated battles for land, riches and freedom. In eight historical campaigns spanning 42 missions, you will play the part of great legends such as Pizarro and Washington and will delve into epic real-time battles with use of up to 16,000 soldiers on 3D landscapes. Utilise new technologies, unique weaponry, improved fighting units and the dangerous world of diplomacy. Play with fire! Conquer America!

Features

- Epic real-time strategy with historical background
- Captivating real-time mayhems with up to 16,000 units
- Era between 1492 and 1813
- 42 versatile missions in 8 thrilling campaigns e.g. Pizarro's Expedition, the War of Tecumseh, the Seven Years War, the American War of Independence
- 6 historical battles in multiplayer mode
- 9 separate single player missions
- 12 different nations and tribes: Spain, England, France, Aztecs, Incas, Mayas, Sioux, Delaware, Huron, Iroquois League, Pueblos, USA
- 100 different units and 106 buildings
- Tactical formations for infantry, cavalry and artillery using officers, drummers and standard bearers
- Realistic artillery with gunner squadrons from transporting and loading cannon up to the effects of detonating cannon balls
- Fight morale is influenced by victories, defeats, food supplies, equipment and mercenary pay
- Apart from wide range attacks, all shooting units can fight with swords and knives (Cold Steel Attack)
- All buildings can be attacked, occupied and defended by troops
- Fortresses, forts and log cabins provide defensive advantages; units can also be accommodated and trained there
- Map Scaling: Pressing a single key gives an extensive overview of the fighting action through a special zoom perspective
- Huge maps (30x20 screens, 1024x768 pixels) and fascinating landscapes in four different climatic zones
- Detailed animation of all movements such as loading weapons, etc.
- Intricate diplomacy system, you can obtain warriors and raw materials for reasonable prices through e.g. an alliance with a neutral tribe
- Natural environment can be used strategically: caves as hiding places or ambush starting points, hills extend the shooting range
- Multiplayer mode for up to 7 players via LAN or Internet: Deathmatch, historical battles, automatic championship system and global rating system, War For America
- Detailed random maps in various sizes and with manifold settings for unlimited gaming fun
- Distinctly improved AI

Genre: **Historical RTS**

Developer: **GSC Game World**

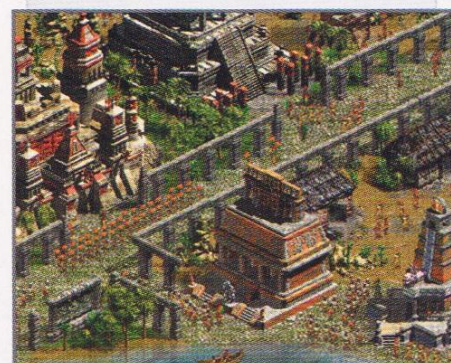
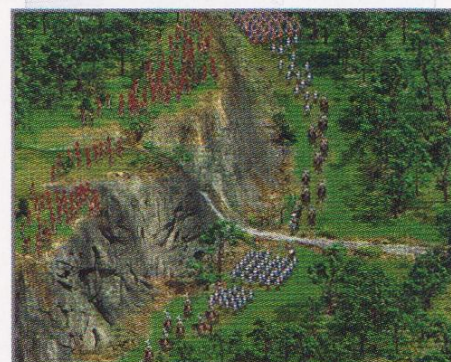
Wordwide Publisher:

CDV Software Entertainment AG

CIS Publisher: **Russobit-M**

Release date: **November 2002**

www.americanconquest.com

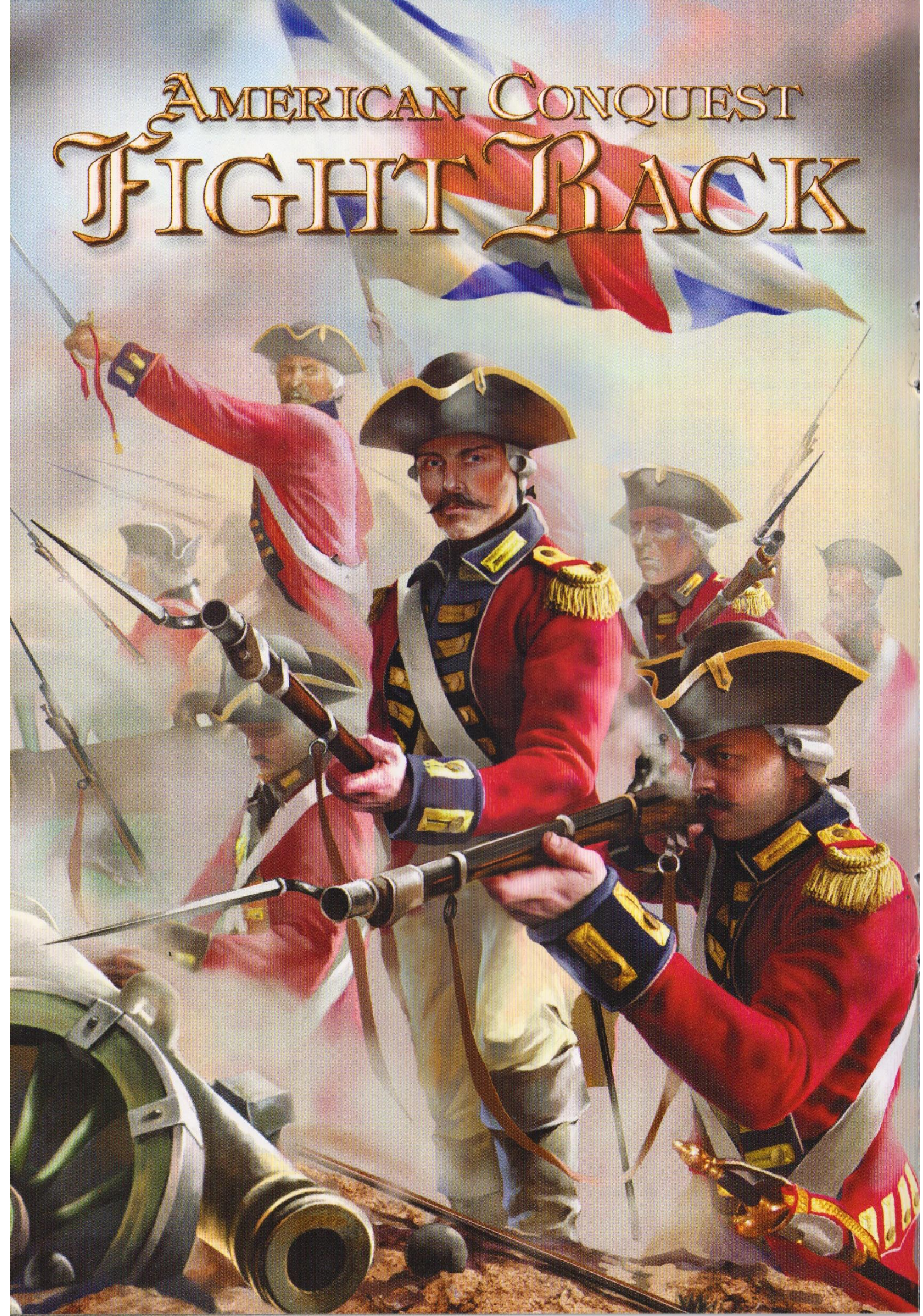


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AMERICAN CONQUEST FIGHT BACK



AMERICAN CONQUEST: FIGHT BACK

GSC GAME WORLD game development studio

Overview

American Conquest: Fight Back comes along as a stand-alone add-on to the historical RTS American Conquest. The add-on is set in America and spans through the time period of New World exploration up to the forming of the USA. 5 new game nations, Russia, the Netherlands, Germany, Portugal and exotic Haida will each present unique set of architecture and units and add up to make 17 fully playable factions in the game. 25 missions in 8 campaigns, 10 single missions, random map game and a brand new "Battlefield" mode delivering 20 more battles of up to 16000 units on the map will form the centerpiece of AC:FB single player. Several multiplayer modes, including monthly on-line championships, VIZOR tool and War for Land with up to 7 players joining in a game will make it a long-lasting fun to play the game over network.

Main features of "American Conquest: Fight Back":

- brand new mode "Battlefield": 20 battles for singleplayer and multiplayer game
- 40 new buildings and over 50 new units
- 8 captivating campaigns consisting of 25 new missions in total
- 10 new single missions
- 17 different nations and tribes, including 5 new: Spain, USA, England, France, Russia, the Netherlands, Germany, Portugal, Maya, Delaware, Iroquois, Inca, Huron, Aztec, Pueblo, Sioux and Haida
- trilling and gripping battles with up to 16.000 units
- game events covering period of 1517 to 1804
- infantry and cavalry formations for enhanced tactics
- artillery with realistic crew animation
- unit morale depending on victories, defeats, supply and upkeep
- huge maps (30x20 screens, 1024x768 pixels)
- several multiplayer modes supporting up to 7 players, LAN and Internet games
- distinctly improved AI
- over 1000 different landscape elements, 200 species of flora and fauna
- Map scaling (L-mode)
- global rating system
- stand-alone version!!!

Genre: **Historical RTS**

Developer: **GSC Game World**

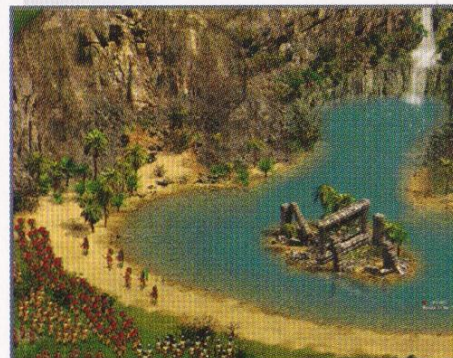
Wordwide Publisher:

CDV Software Entertainment AG

CIS Publisher: **Russobit-M**

Release date: **Q3 2003**

www.americanconquest.com



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S.T.A.L.K.E.R.

shadow of chernobyl

"...With its promising concept and attractive graphics, S.T.A.L.K.E.R. has plenty to offer..." -- Gamespot.com

"...If that isn't one of the prettiest environmental engines I've seen, I'll eat my socks..." -- IGN.com

"...it certainly deserves to be classified as one of the more ambitious games in development..." -- GameSpy.com

"...which simply looks like the most graphically impressive game ever to grace any gaming platform..." -- Eurogamer.net

"...Beautiful surroundings and remarkable attention to detail in both sound and graphic design create an immersive gameplay experience..." -- PC Player (Denmark)

Welcome to the world with no future

On the afternoon of April 12 in 2006, a massive explosion shattered the Chernobyl area. The Zone, as the area got to be known, was characterized by anomalous energy disturbances, rendering even the most advanced form of protective suits worthless to would be rescue teams. Months passed and nothing could be done.

The military quarantined the area to prevent unauthorized entry and perhaps even reassure the local populace that the area was under control and confinement. Almost 4 years after the initial event, expeditions can now safely traverse several kilometers deep into the Zone. Among these are the Stalkers, poachers that enter the zone searching for artifacts and anomalous formations that are highly sought after by certain organizations and groups.

The player controls a Stalker, venturing into the Zone in order to acquire information, technology and artifacts to sell and possibly put a mysterious puzzle together. Avoiding the dangers within and the military because as a Stalker you are effectively a thief, and the army that has quarantined the area, don't take kindly to trespassers. Within the Zone you will have to detect and avoid the bizarre phenomenon's (anomalies) that plague the area, avoid or eliminate various kinds of mutants and you can even expect competition from other Stalkers.



S.T.A.L.K.E.R.: SHADOW OF CHERNOBYL

GSC GAME WORLD game development studio

Game World

The world of the Zone is a huge 30 sq. km derelict territory of half-ruined buildings unruffled for 20 years, woodlands and anomalous greenery. The Zone world features neglected underground and ground laboratories, dead military bases and proving grounds for new technologies. About 60% of the zone have been modeled off real Chernobyl structures and environment.

Gameplay

The player controls a Stalker, venturing into the Zone in order to acquire information, technology and artifacts to sell and possibly put a mysterious puzzle together. Within the Zone you will have to detect and avoid the bizarre phenomenon's (anomalies) that plague the area, avoid or eliminate various kinds of mutants and you can even expect competition from other Stalkers. You will earn money by selling anomalous formations to underground dealers and scientists in research camps on the Zone border. With that money you can purchase equipment, weapons and protective suits allowing you to reach previously inaccessible in other words too dangerous areas. This is a role-playing game without growing experience of your character, without changing characteristics and levels. This is done with the purpose to preserve as much realism in the game as possible. As to the rest of the game, it is almost a normal PRG game where players traverse the Zone, collect artifacts, weapons, reveal anomalous zones, communicate and trade with NPCs etc.

Life Simulation System

NPC Stalkers traverse the Zone, face anomalies, look for artifacts, accomplish tasks of dealers. Now and then they return to the dealers to deliver the items found, buy foodstuffs and equipment. When encountering superior enemy forces, the characters avoid clashes, run away during the fight, should their victory chances get slim, can go into hiding, lay ambushes. Under heavy injuries a character cannot move on his own and asks for help. If no help arrives, he dies.

Characters can easily find their way in the Zone, they know their location – be it on marshlands or near semi-rotten hut, in factory basement or close to army post – and this allows them to behave adequately to the location. They trade and communicate with each other, exchanging valuable items and vitally important information. Encountering the player, friendly character is happy to tell what happened to him lately.

Special Features:

- Gigantic game world of the Zone of 30 square kilometers
- Free non-linear exploration
- Vast outdoor and indoor areas
- Constantly changing world of the Zone and unique life simulation system
- Unique types of weapons and enemy impact: gravitational weapons, psychotropic weapons, telekinesis, telepathy
- About 30 types of weapons upgradeable
- Strong non-linear story line with over 8 completely different endings
- Original creatures and their abilities: group intellect, telepathy, telekinesis...
- Realistic communication with any sapient character, realistic AI and life simulation of game creatures and characters
- Trade of weapons, artifacts, equipment, control of vehicles
- Anomalous zones, generation of events, quests, artifacts and so on
- Photo-realistic graphics and natural weather effects powered by X-Ray engine
- Realistic interactivity of the game world
- Endless replay-ability owing to unique life simulation system

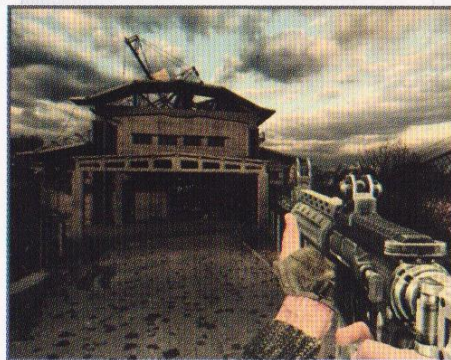
Genre: **3D survival FPS**

Developer: **GSC Game World**

Publisher: **THQ**

Release date: **2nd half 2004**

WWW: www.stalker-game.com



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Cossacks II

Napoleonic Wars



COSSACKS II: NAPOLEONIC WARS

GSC GAME WORLD game development studio

Cossacks II: Napoleonic Wars, a sequel to the popular Cossacks: European Wars, focuses on the military and political events which embraced Europe in the 19th century. 6 nations to have played most distinguished role in the history of Napoleonic war conflicts will be featured: France, Britain, Austria, Russia, Prussia and Egypt. Each of the game factions is fully playable and provides a selection of unique architecture, unique progress trees and original army units with unique parameters.

Focusing on that very combat aspect, Cossacks II will provide multiple of opportunities for strategists. In Cossacks II you will be able to apply a great deal of tactics that will allow you to beat an enemy with more units but less skills, counteract the devious Artificial Intelligence of fuzzy logic computer-run players, actively and realistically make use of the morale of your units and morale of your enemy to your advantage. Renowned historical personalities will show up in missions and campaigns to bring in personalized feeling to your battles. The battles in Cossacks II, allowing up to 64000 units on the map, will be anything but chaotic, and will let you flex your strategic muscles, while at the same time you will have to make sure your army is not tired, well fed and paid, as well as advantageously located.

Multiplayer modes, such as Deathmatch and Historical Battle will ensure long-lasting fun when the single player part is over.

With Cossack II: Napoleonic Wars you get:

- Historical real-time strategy game on a new 3D engine
- 3D landscape with immense possibilities for tactical warfare
- European war conflicts of the 19th century, Napoleonic Wars in particular
- Battles in real historical scope of up to 64 000 units on the map at once
- 6 European nations France, Britain, Austria, Russia, Prussia, Egypt
- Over 150 unique units and 180 types of buildings
- Over 200 pieces of nature and architecture
- Campaigns with historical personalities
- Single player missions
- Simulated historical battles
- Extended formations and tactical orders
- Realistic morale and fatigue factors
- Extensive diplomacy system
- 3D physics engine guarantees realistic flight paths for all kinds of projectiles
- Support of the latest 3D accelerators, pixel and vertex shaders etc
- Multiplayer game via LAN or Internet: Deathmatch, Historical Battle modes and more

Genre: **Historical RTS**

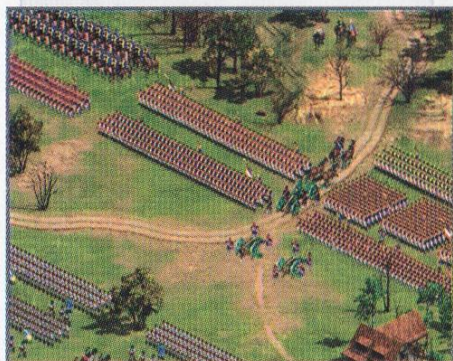
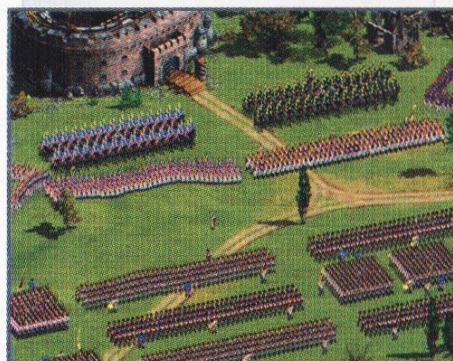
Developer: **GSC Game World**

Publisher:

CDV Software Entertainment AG

Release date: **2nd half 2004**

WWW: **www.cossacks2.com**



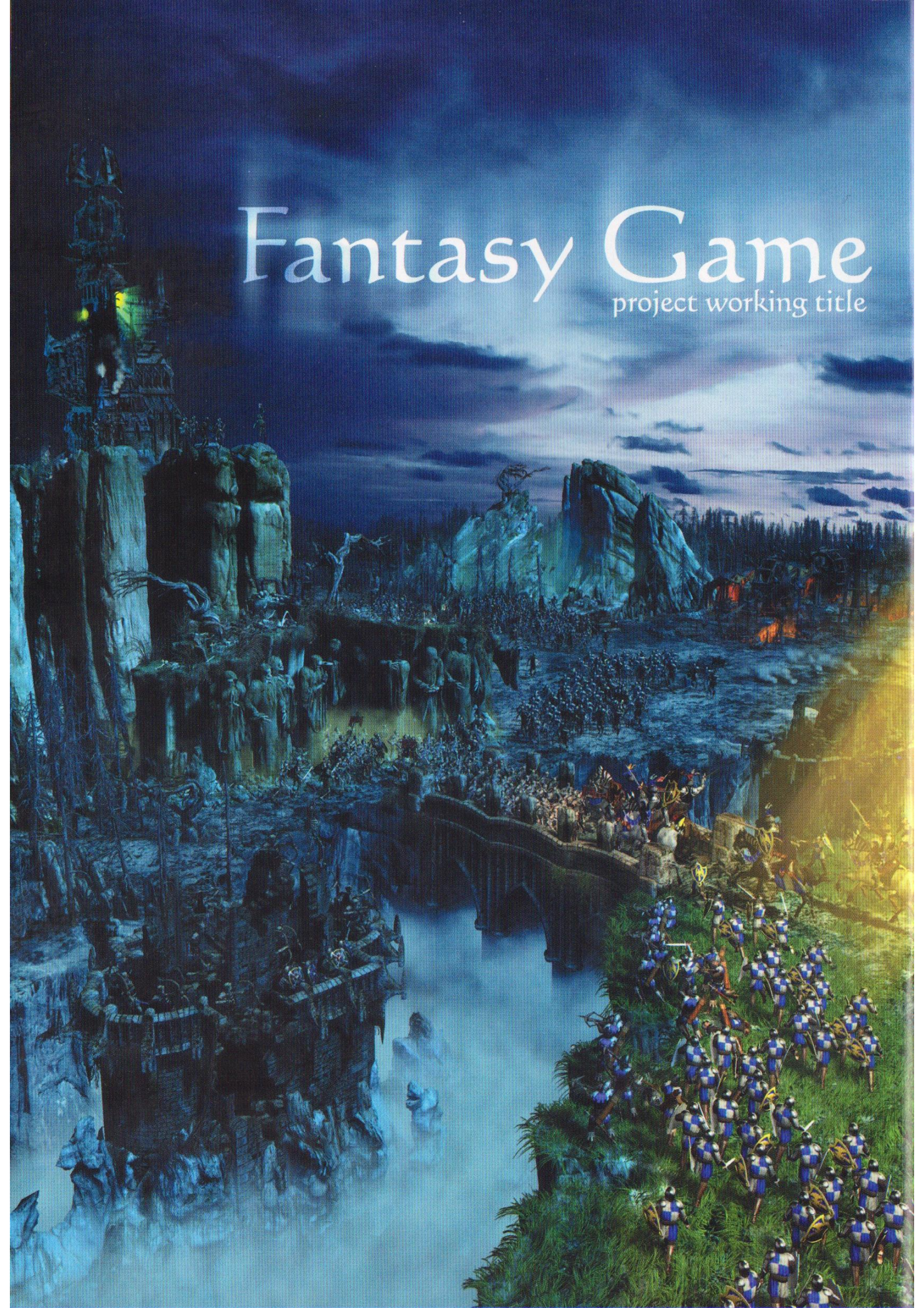
© 2000-2004 Copyright GSC Game World., The game is published worldwide by CDV Entertainment AG.
In ex-USSR countries the game is published by Russobit-M.

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WWW.GSC-GAME.COM

Fantasy Game

project working title



FANTASY GAME

GSC GAME WORLD game development studio

Description

You will control one of six fantasy races. Your hero is the main character, i.e. a mighty warrior, experienced commander or skilful wizard. Multitudinous armies are only half of the way to victory. Make sure you have a great leader who is of equal importance. On initial stages your task will be to build up a base and set the resources going in. While exploring the map your leader may come across various inhabitants of the magic world both aggressive and friendly. Some of them will fight you, the others will offer you help in exchange for resources or favor. The game world is alive and populated with a great number of creatures. You will often have to ally with a stronger neighbor to overcome a mutual enemy.

Searching for artifacts, treasures and lost attainments you may examine ancient ruins and dangerous dungeons. Gaining experience, your hero will be growing stronger.

You will have to dispense obtained resources for building of constructions and units, scientific researches and spell learning.

The race you pick greatly affects the gameplay. Some of them are good in assaulting, the others are great defenders. Some prefer live force, the others pick magic or war machines. While playing you will see a territory particular for your race extend around your base.

You can either get blasting constantly attacking the adversaries or build up defensive structures and gradually muster troops for decisive blow. To put it simple, you pick the tactics you see fit.

Apart from usual parameters, your troops have morale and experience that affect the battle outcome significantly. In addition, the magic is an important aspect of the gameplay. Timely cast spell may become a turning point of the battle.

Campaigns will allow you to move along the storyline and test your strength playing for each of six races. There are high-quality videos in between the missions plunging the player even deeper in magic atmosphere of the game.

Features:

- Epic real time strategy game with elements of RPG. This is the first time when a strategy game will feature immense battles as in the Lord Of the Rings movie due to the large scale, graphics and special effects.
- Large-scale battles with up to 64000 units.
- Engine combining best 2D and 3D technologies.
- 6 totally unique fantasy races.
- Possibility to develop hero, acquire new skills and artifacts.
- Live game world, full of mysteries and treasures.
- Many stunning spells.
- 18 heroes, 100 different units, 70 animated buildings, 50 magic items.
- 30 missions merged into a campaign with a gripping storyline.

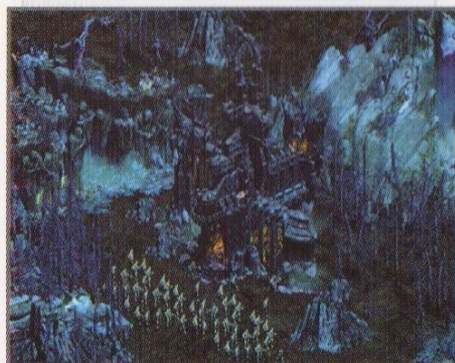
Genre: **RTS with elements of RPG**

Developer: **GSC Game World**

Publisher: **-TBA-**

Release date: **2005**

WWW: **www.gsc-game.com**



·ALEXANDER·

T · H · E G · R · E · A · T



ALEXANDER THE GREAT

GSC GAME WORLD game development studio

Alexander the Great (working title) is a real-time strategy game. The game brings the player into the ancient era of Alexander the Great when powerful heroes decided fate of the whole nations. This was the world of epic campaigns and ambitious leaders, endless triumphs and terrifying defeats. The game features four nations: Macedonia, Persia, India and Egypt.

The game is a classic historical RTS. Its events take place in the ancient era of Alexander the Great (4th century B.C.).

If compared to most of the nowadays RTS games with a population cap about 200 and skirmishes resembling clashes of small settlements, the Alexander allows the players to command up to 64.000 units. This brings the feeling of the true scale of historical events and controlling empires.

Features:

- 4 nations (Greece, Egypt, Persia, India), each with unique units, upgrades, heroes etc
- Different heroes for nations, each with unique abilities and bonuses
- Epic battles with up to 64000 units on the battlefield
- Various combat formations providing bonuses for strategic battling
- Unique and extensive set of architecture to distinguish every nation in the game
- Three different climatic zones, including tropical, European and desert one
- 5 unlimited resources for building up economy and army
- Support of latest graphics technologies provided by advanced Cossacks II engine
- Seamless combination of best 2D and 3D technologies including perspective view feature for true epic battles atmosphere

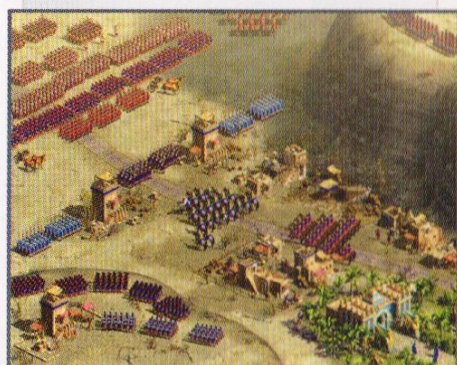
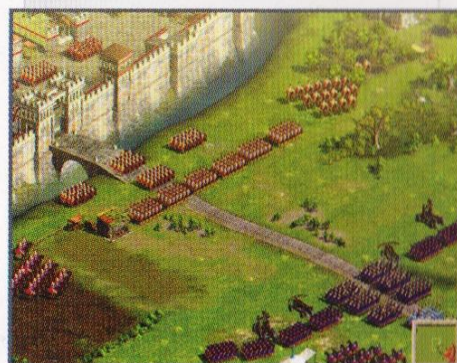
Genre: **RTS**

Developer: **GSC Game World**

Publisher: **UbiSoft**

Release date: **Q4 2003**

www.gsc-game.com

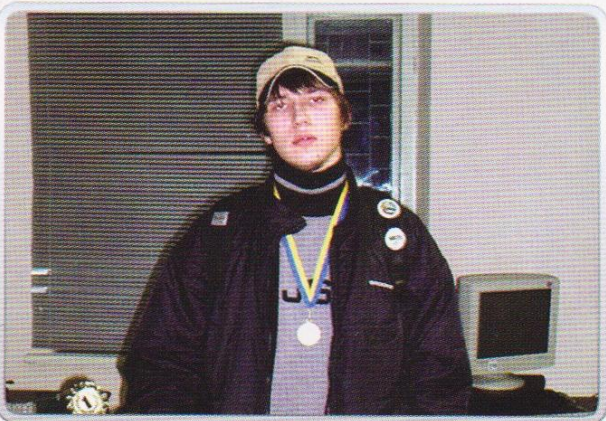
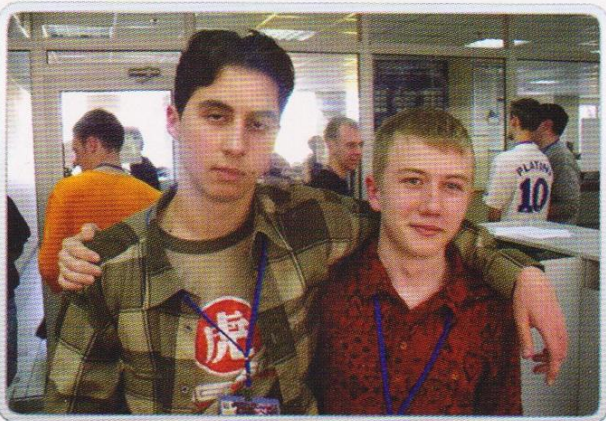
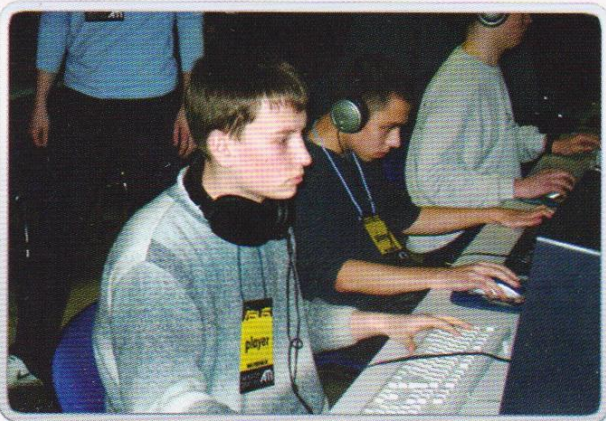


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CYBER SPORT



In addition to the game development, GSC Game World develops cyber sport – community that supports the idea of computer games as a sport. Best professional sportsmen of Ukraine were invited to the company took name GSC.Proteam. Information about achievements of the team is placed more than on 35% of world portals. Interviews with players are broadcasted on national and world radio and television. They take parts in all possible championships and tournaments.

GSC.Proteam has three sub-divisions: GSC.Counter-Strike, GSC.WarCraft III и GSC.Quake3; and tendencies of making team larger are growing.

Our cooperation with team of cyber sportsmen has few objectives:

- Providing our team with test lab and any possible support in getting first places of the most prestigious world championships: CPL, WCG and ENC.
- Recruiting of best professional players, so they could test our games. That will not only raise the quality of the games in future, but also make them more interesting and balanced.
- Cooperative promotion of GSC.Proteam and GSC Game World.

List of achievements of GSC.Proteam:

Counter-Strike:

Mouse International Championship 2001 (Odessa) – 2nd place
 Mouse International Championship 2002 (Odessa) – 1st place
 Pentium 4 Cup Qualifiers (Dnepropetrovsk) – 1st place
 Pentium 4 Cup 2001 (Moscow) – 4th place
 WCG 2001 Ukraine Qualifiers (Kiev) – 1st place
 WCG Grand Final (Seul, Southern Korea) - Top12
 WCG 2002 Ukraine Qualifiers (Kiev) – 3rd place
 Ukrainian championship 2002 (Donetsk) – 1st place
 Ukrainian championship 2002 (Dnepropetrovsk) – 1st place
 Golden Mouse Qualifiers (Kiev) – 1st place
 Flacara Cup 2003 (Kishinev) – 1st place
 PTS Cup 2002 (Minsk) – 3rd place
 TIBO 2003 (Minsk) – 1st place
 CPL Holland Qualifiers 2003 (Minsk) – 2nd place
 KCL Winter Event 2003 (Kiev) – 1st place
 Voodoo Cup 2003 (Minsk) – 1st place
 Forum Cup 2003 (Yekaterinburg) – 2nd place
 SBS Cup 6 (St. Petersburg) – 2nd place
 Counter-Strike Combo 2003 (Kunas, Lithuania) – 1st place
 C-Club Winter (Lvov) – 1st place
 ASUS Winter Cup (Moscow) – top6
 Intel CyberSport Cup (Riga) - 4th place
 ESWC UA preliminaries final (Kiev) – 2nd place

WarCraft III:

- 1st Arbalet Cup Ukraine – 1st place (GSC.Tiamat)
- 2nd Arbalet Cup Ukraine – 1st place (GSC.Hot)
- Championship for the Cup of Kharkov – 1st place (GSC.Razor)
- ESWC Ukraine preliminaries final (Kiev) – 2nd place (GSC.Izual)

Quake3:

- ASUS Winter Cup – top6 (GSC.Eski)
- WCG 2002 Ukraine – 1st place (GSC.Chip)
- WCG 2002 Grand Final (Сеул, Южная Корея) – top6 (GSC.Chip)
- Ukrainian championship in Kharkov (GSC.Chip)

Recently, GSC Game World has signed partnership agreement with Turtle Entertainment – one of the biggest European organisations that support cyber sport.



Turtle Entertainment (Kuln, Germany) is a company dedicated purely to electronic Sports (Multiplayer Computer Games as an environment for competitive athletic activities). Their mission is to elevate electronic Sports to a professional level and to deliver its atmosphere and excitement to a broad audience.

Since 1998 they are working hard to make this vision become reality. One of their achievements is Electronic Sports League (www.turtle-entertainment.de) – worldwide organization that provides reliable and professional means for organization of competitions through Internet. Partners of organization are counted by 20 countries of Europe, including Great Britain, Germany, France, Sweden, Italy and other countries of West and Eastern Europe. Future plans of organization are development of an infrastructure in Asia and USA.

A lot of the players from all over the world know ESL as scale system of ranking. They are organizing divaricated net of tournaments and competitions which are constant rank games (ESL Basic Series, EAS Amateur Series) and season tournaments with legible regulations and fixed dates when they hold (EPS Pro Series).

Electronic Sports League gives to its partner-companies an opportunity to lead administration of all league elements on the organization level. For country-participants such an opportunity makes possible to gather strong national team that will introduces them in different leagues and tournaments.

Activity of progressing organization ESL recently became a subject of interest of different mass media companies: national offline press partners, European and worldwide television channels.

RELEASE SCHEDULE

Title	Publisher	Release Date	Genre
Cossacks: European Wars	CDV Software Entertainment AG	out	Historical RTS
Cossacks: The Art of War	CDV Software Entertainment AG	out	Historical RTS
Cossacks: Back to War	CDV Software Entertainment AG	out	Historical RTS
Cossacks II: Napoleonic Wars	CDV Software Entertainment AG	September 2004	Historical RTS
American Conquest	CDV Software Entertainment AG	out	Historical RTS
American Conquest: Fight Back	CDV Software Entertainment AG	out	Historical RTS
S.T.A.L.K.E.R.: Shadow of Chernobyl	THQ	2004	3D Action / RPG
Firestarter	Hip Interactive	out	Arcade FPS
Alexander the Great	UbiSoft	Q4 2004	RTS
Fantasy RTS (working title)	-tba-	2005	RTS / RPG

Offer for publishers and distributors

GSC Game World invites publishing and distributing companies to negotiate licensing of our games both worldwide and in specific territories. We also consider development of sequels to our most successful titles which trademarks belong to GSC Game World.

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