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News

Trion unveils slate of massively multiplayer online games
04/26/2010

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[Trion Worlds, Inc.](#), the premier publisher and developer of connected video games, revealed details surrounding its first three massively multiplayer online (MMO) titles, as well as the company's new name.

The first three games being developed on the Trion platform are the fantasy MMORPG *Rift: Planes of Telara*[™], the massively multiplayer real-time strategy game *End of Nations*[™], and an action MMO game produced in conjunction with [Syfy](#).

Trion Worlds, formerly known as Trion World Network, is poised to revolutionize the connected games space by combining the best elements of online, gaming, and traditional media with its proprietary server-based dynamic-technology platform.

“We have spent the last three years developing our platform and initial games and we are thrilled to showcase the teams' hard work,” said Lars Buttler, chief executive officer of Trion Worlds. “Today, we are able to share with the world the first steps in our plans for expanding the premium connected games market. By creating high-quality immersive worlds, exploring new genres, and expanding our content into media beyond games, Trion is redefining the interactive entertainment industry in the connected era.”

Rift: Planes of Telara

Trion made public new details surrounding its previously announced dynamic fantasy MMORPG, now known as *Rift: Planes of Telara*. The graphically stunning online game is set in a world being torn apart by dimensional “rifts” that tear into the land of Telara, releasing powerful forces that threaten the very existence of the entire universe. Rifts and other dynamic events can be triggered by players, scheduled by the development team, or even occur spontaneously.

Dynamic events within the game can lead to a range of changes across the world, including everything from minor events to dramatic shifts in the game's landscape and the opening of new areas. Players will connect with hundreds of thousands of other gamers to battle creatures overrunning the world, as well as each other. *Rift: Planes of Telara* is scheduled to launch on the PC in 2011.

End of Nations

Trion has also pulled back the curtain on the world's first premium massively multiplayer real-time strategy (MMORTS) game, *End of Nations*, which is being developed by Petroglyph Games, the creative minds behind the original Command and Conquer. *End of Nations* takes warfare to an unprecedented scale, bringing the real-time strategy genre into the online world of connected gaming.

In *End of Nations*, players can choose to engage in solo combat or battle with — and against — thousands of other gamers across the gigantic battlefields that make up its persistent world. Gamers develop their own Commanders, build up their headquarters, and deploy a vast array of vehicles, weapons and technologies acquired through combat experience, crafting, and research. *End of Nations* will be bringing a new class of strategic warfare to PC gamers next year.

Syfy Action MMO

The company's third and most groundbreaking title is currently under development at its San Diego studio, in conjunction with the premier television network Syfy. This action-focused MMO is based on a new intellectual property being developed by both companies, designed to reach a mass audience in a way never before possible. The franchise will debut as both a game and a television show simultaneously, with a shared universe of characters, alien races, organizations, environments, technologies, and more.

In this revolutionary connected title, players' actions will influence the course of the show, and events occurring in the show will have consequences in the game. More news and information on this innovative, collaborative project will be coming from Trion and Syfy in the future.

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[Rift: Planes of Telara website](#)

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Trion Worlds is proud to welcome you to the official web site for Rift: Planes of Telara™!

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The Rift: Planes of Telara™ team cordially invites you to join us on the forums

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RIFT

PLANES of TELARA

The Rifts of Telara



Mysterious rifts are tearing the world of Telara apart. A powerful magic explosion during the final days of the Shade War has left the veil between Telara and other planar dimensions fractured and torn.

Treacherous and powerful, these rifts occur when another plane of reality intersects with the magical Ward protecting Telara. Rifts create doorways for planar invasion, destroying the lands and people of Telara, but they may also grant otherworldly power to those brave enough to seize it.

Now no part of Telara is truly safe. Invasions can occur anywhere and at any time, and the danger to the world is growing. Two major factions have emerged to save the world of Telara from the rifts: the Guardian and the Defiant. Each faction works in different ways to preserve Telara's future, and both seek to undermine the other.

While little is known about the exact nature of the rifts, Telaran scholars, priests, and historians strive to unlock the mysteries of these massive portals. It is believed that the rifts are being caused by direct attacks on the magical Ward surrounding Telara. Regulos, the dragon god of extinction, seeks to free his imprisoned minions of the Blood Storm trapped deep inside Telara. These attacks weaken the veil and cause planar disruptions that open the destructive rifts across the world.



Often, rifts appear in the world as a tear in the fabric of reality. Powerful magic has been used to study these anomalies, and sometimes they have been opened inadvertently, resulting in great tragedy. But there is still much to learn from these destructive forces. Can riftic power be harnessed by sorcery? Can powerful beings enter the rifts to venture into the deadly planes beyond? How many planes really exist?

With rifts, only one thing is certain — if they are not stopped, the world of Telara will surely end.



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RIFT

PLANES of TELARA

The History of Telara



The world of Telara exists at the nexus of the planes. The Vigil, Telara's founding gods, sealed the world with a magical Ward to keep it safe from Regulos the Destroyer, Eater of Worlds. But the magic that keeps the Ward in place has been compromised, creating dangerous doorways between Telara and the planes. These doorways, or rifts, have the ability to grant otherworldly powers to those brave enough to seize them, but they also threaten the very existence of Telara.

Arrival of the Blood Storm

Millennia ago, the Vigil forged the world from sourcestone and gave it to the races of Telara. They lived in harmony with each other until their world was invaded by the Blood Storm, a pack of baleful gods that embodied the six essential forces: life, death, air, fire, water, and earth.

The Blood Storm had traversed the universe, its members gorging themselves on the worlds they encountered. At their head was Regulos, the embodiment of death. When they came upon Telara, the lesser gods of the Blood Storm rebelled against Regulos, preferring to rule over that world and not simply devour it.

Manifesting as great dragons, the Blood Storm fought amongst each other for dominion over Telara, and against Regulos, to keep him from destroying their prize. The people of Telara rose up against the divided Blood Storm and vanquished Regulos, killing his physical form and banishing his spirit. With the help of the Vigil, the Ward was created to protect Telara from the planes, keeping Regulos and the Blood Storm at bay. The five lesser dragons, in turn, were trapped in elemental prisons.

The age of men

Great civilizations rose and fell in the centuries following the Blood Storm war. One of the greatest Telaran empires, the Mathosians, disavowed previous generations' pursuit of planar knowledge and power, pledging themselves to the principles of faith, duty, honor and justice.



Telara prospered for centuries under the Mathosians, until the death of King Jostir 80 years ago. His demise set in motion a battle for the throne between his twin sons, Zareph and Aedraxis Mathos. Aedraxis, the elder brother by a few seconds, had become corrupted by the Dragon Cults, and allowed himself to become an embodiment of Regulos' power on Telara.

In the final battle between the brothers, Aedraxis pierced the barrier between the planes, calling on the god of death to overcome Zareph. Regulos' power flooded through the opening in the Ward, manifesting into what Telarans have come to call the Shade. The Shade's black tendrils of death and ruin annihilated the opposing armies, killing even Aedraxis, and left much of Telara devastated.

The rifts and the return of heroes

Zareph escaped the first corrupt touch of Regulos and led the survivors to Port Scion, Telara's last safe haven from the planar threats. Only a short time later, as the threats from the planes grew, the gates to Port Scion were sealed and this haven was closed to the survivors of the Shade.

Now, with the Ward crumbling, no place on Telara is safe. Rifts between the planes grow more numerous by the day and the Blood Storm stir in their prisons, calling out to their minions on Telara as well as their home planes.

But there is cause for hope. Telaran heroes of old have begun to be reborn in the Shadowlands as Ascendants, and two powerful factions of heroes have emerged to defend Telara against Regulos and the threats from the planes. The Guardians are a holy order that believes they have been reborn through the will of the gods while the Defiant are a collective of rugged techno-magical individualists.

Both groups would save Telara from total destruction, but they also desire to conquer it and establish a new empire in their own image. For Guardians, it is a world of honor, tradition, and devotions to the Vigil. Defiants, by contrast, yearn for bustling magical cities where those who wield planar power can rise to the top of their mechamagical spires.

The Dragon Cults increase in power with each passing day, and are taking full advantage of the conflict between Defiant and Guardian to weaken the Ward even further. Time grows short, and with the threat of annihilation by Regulos and the Blood Storm at hand, the choices that Telara's heroes make have the capacity to save, or destroy, the world.

"We are the last remnants of Zareph's army, defending the true essence of Mathosia. Honor, duty, justice: We champion them in the face of the wicked dragon-knights, who don our people's crests and fight for everything we oppose."



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Join the Rift: Planes of Telara Community!

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The *Rift: Planes of Telara*TM team cordially invites you to join us on the forums for the latest news, debate, and discussion about the ongoing development of the game.

[Sign up for the Rift community](#)

Once you create an account and a forum name, you can begin your posting career as an official member of the *Rift* community.

We also encourage you to sign-up for the official [Rift Watch community newsletter](#), which will offer official exclusive content, insider information, special promotions, and potential opportunities for early beta access. Our newsletter will be published once every few months, so don't miss out on our upcoming edition.

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