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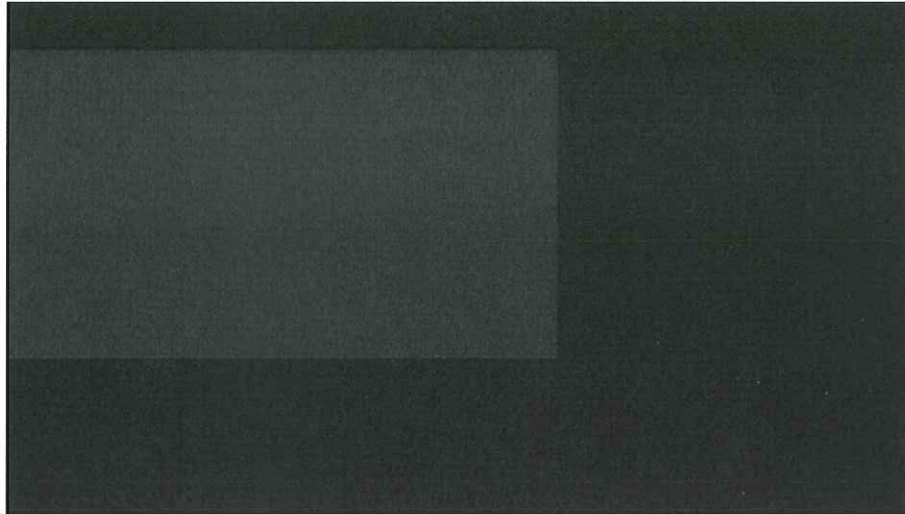
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Rift: Planes of Telara | End of Nations | Syfy Action MMO



A devastating magical eruption has tattered the veil between Telara and other planar dimensions. Perilous rifts occur when two planes intersect, allowing passage between different dimensions.

Rift: Planes of Telara™ is a fantasy MMO role-playing game set in a dynamic world being torn apart by powerful rifts from other planes. No part of Telara is truly safe, as rifts between the planes unleash sudden invasions without notice.

The power of the rifts has divided the people and threatens to change the fate of Telara forever. Will you join the Guardians and work to seal the rifts, or become one of the Defiants and use them to gain in power?

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Rift: Planes of Telara

End of Nations

Syfy Action MMO

Trion Worlds is the premier publisher and developer of connected video games. With groundbreaking new server platform capabilities, Trion delivers high-quality, fully dynamic and massively social content across video game genres, gaming platforms, and mass-market entertainment formats.

Headquartered in Redwood Shores, Calif., with development and technology studios in San Diego, Calif., and Austin, Texas, Trion is redefining interactive entertainment in the connected era.

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Trion Unveils Slate of Massively Multiplayer Online Games

The First Three Connected Worlds are Rift: Planes of Telara™, End of Nations™, and the Syfy Action MMO Game [MORE](#)

Trion World Network Awarded "Red Herring 100 Global Award"

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Trion World Network Builds UP Executive Team with Games Industry Vets David Reid, Scott Hartsman

Former NCsoft West President of Publishing, David Reid, to Helm Trion's Publishing Efforts; Scott Hartsman, Former Sony Online Entertainment Exec, Appointed Chief Creative Officer and General Manager, Redwood Shores Studio [MORE](#)

CAREERS

AUSTIN

IT Operations Manager
QA Tester
Ruby on Rails Software Developer
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REDWOOD SHORES

Content Designer
Corporate Communications Manager
Senior Brand Manager
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SAN DIEGO

Environment Prop Artist (Contract)
Lead Environment/Terrain Artist
MMO Producer
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TRION WORLD NETWORK BUILDS UP EXECUTIVE TEAM WITH GAMES INDUSTRY VETS DAVID REID, SCOTT HARTSMAN

Former NCsoft West President of Publishing, David Reid, to Helm Trion's Publishing Efforts; Scott Hartsman, Former Sony Online Entertainment Exec, Appointed Chief Creative Officer and General Manager, Redwood Shores Studio

Trion World Network, Inc. (Trion), the publisher and developer of server-based video games, has added two top executives to its management team, as David Reid takes the reigns as senior vice president, publishing, and Scott Hartsman joins the company as chief creative officer and general manager, Redwood Shores Studio. The new senior executives add significant publishing and development power and expertise to Trion's existing world-class team as the company gets ready to publish its first set of flagship server-based games.

"Both David and Scott are dream additions to the Trion team", said Lars Buttler, CEO, Trion World Network. "Their online gaming expertise and proven track record will help propel Trion ahead from technology development to content and publishing."

David Reid, former president, publishing, NCsoft West, will lead Trion's marketing, sales, corporate communications, brand management and market research. Reid brings with him more than a decade of successes in the games industry. During his tenure at NCsoft West, Reid led publishing efforts across six live MMO businesses and architected NCsoft's North American and European launches for *Aion*. Before joining NCsoft, Reid served as vice president, marketing, for Turner Broadcasting's GameTap, and led the Xbox 360 launch as Microsoft's director of Xbox global platform marketing. Reid will be based in Redwood Shores and will report to the CEO.

"It is clear that we are at the beginning of a new era of game development and interactive entertainment," said Reid. "Trion has brought together the technology and creative vision to deliver the new game world order and I am thrilled to be a part of bringing Trion's portfolio to market."

Joining Trion as the chief creative officer and general manager of the company's Redwood Shores Studio is Scott Hartsman, who will take on responsibilities for the creative vision and implementation of Trion's titles. Hartsman comes to Trion with more than 20 years of games industry experience and has contributed to more than 40 online products. Formerly an executive at Sony Online Entertainment among other online games companies, Hartsman brings to Trion his immense knowledge and skills in the development, deployment, and operation of online games. While at Sony Online Entertainment, Hartsman held key positions throughout the EverQuest franchise, including managing the massive EverQuest II team and successfully shipping more than a dozen EverQuest-related products across a variety of locales with monthly content updates. Most recently, Hartsman oversaw the development of MMOs for the exponentially growing social networking audience. Hartsman will be based in Redwood Shores and will report to Trion's SVP Product Development, Nick Bellaeff.

"I am very excited to be working with the talented and dedicated team at Trion," said Hartsman. "Trion is positioned extremely well to succeed in

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the next generation of online gaming. I'm happy to come on board in Redwood Shores to help deliver the most compelling MMO experiences and to collaborate with all of the Trion studios to introduce genre-leading games."

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ABOUT TRION WORLD NETWORK

Trion World Network, Inc. is the publisher and developer of dynamic server-based online games and original entertainment for the connected world. Trion provides groundbreaking new capabilities and content to revolutionize global entertainment by combining the best elements of gaming, online, and traditional media. Trion has assembled a world-class team of gaming and online veterans with proven success and talent in business, original content development and technology. Between them, Trion's team members have developed and shipped more than 100 original titles. Headquartered in Redwood City, CA, and with a development and 3rd party production studio in San Diego, CA, and a technology studio in Austin, TX, Trion brings unrivaled experience and vision to the online entertainment industry.

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ABOUT TRION

COMPANY OVERVIEW INVESTORS

DEFINING GAMES AND ORIGINAL ENTERTAINMENT FOR THE CONNECTED WORLD

Trion Worlds, Inc., is a premiere publisher and developer of connected video games. Our creative and executive teams, comprised of some of the most respected names in the industry, have worked on blockbuster games and franchises from *Aion* and *World of Warcraft* to *EverQuest* and Pogo. Trion is redefining what a massively multiplayer online (MMO) game can be.

Rift: Planes of Telara™ is a fantasy MMO Role Playing Game set in a dynamic world being torn apart by powerful rifts from other planes.

Our groundbreaking MMO real-time strategy (RTS) game, *End of Nations™*, puts the "massive" in RTS, allowing an unrivaled number of players to battle head to head or in co-operative play.

And, in a first-of-its-kind partnership, Syfy and Trion are collaborating on a new science-fiction franchise to be launched simultaneously as a global television program on Syfy and a massively multiplayer online action role-playing game (*Syfy Action MMO*) from Trion.

Our innovative technology and gameplay — backed by the world's biggest media companies and top venture capitalists — combines the best of online, gaming, and traditional media to revolutionize the way connected games are designed, developed, and delivered.

Trion is headquartered in Redwood City, Calif., with development and technology studios in San Diego, Calif., and Austin, Texas.

To learn more about Trion, or to inquire about publishing and development partnerships, please get in touch with us at the address listed.

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PEACOCK FUND FUELS SYFY & GAME GURU TRION VENTURE

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Former NCsoft West President of Publishing, David Reid, to Helm Trion's Publishing Efforts; Scott Hartsman, Former Sony Online Entertainment Exec, Appointed Chief Creative Officer and General Manager, Redwood Shores Studio [MORE](#)

TRION WORLD NETWORK UNVEILS FIRST DETAILS OF HIGHLY ANTICIPATED 'HEROES OF TELARA™' AT THE 2009 ELECTRONIC ENTERTAINMENT EXPO

The Right Hero at the Right Time [MORE](#)

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TRION WORLD NETWORK EXPANDS CATALOG, PARTNERS WITH PETROGLYPH TO DEVELOP A MASSIVELY MULTIPLAYER ONLINE REAL-TIME STRATEGY TITLE

Petroglyph to be first 3rd party developer to build a game on the Trion platform [MORE](#)

SCI FI AND TRION WORLD NETWORK SIGN TOP INDUSTRY TALENT IN GLOBAL TV AND VIDEO GAME PARTNERSHIP

Kevin Beardslee (World of Warcraft) Named Senior Development Director, Peter Egan (Medium) To Write Shared Platform Content [MORE](#)

'GAMING' THE RECESSION

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TRION WORLD NETWORK RAISES \$70 MILLION FOR SERVER-BASED ONLINE GAMES

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TRION RAISES \$70 MILLION; SERVER-BASED GAMES ARE THE FUTURE, SAYS LARS BUTTLER

Are consoles going bye-bye? Server-based gaming means that ultimately, the devices don't matter. We speak at length with Trion CEO

Lars Buttler about the huge funding he received and his vision for the future of games. [MORE](#)

TRION WORLD NETWORK, PUBLISHER AND DEVELOPER OF BROADBAND GAMES, RAISES \$70 MILLION
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