

MULTIVERSE: THE TOTAL MMOG PLATFORM

OVERVIEW

With Multiverse's complete development and distribution solution for Massively Multiplayer Online Games (MMOGs) and other virtual worlds, you will be able to:

- Rapidly prototype your unique virtual world.
- Build a complete MMOG for less money and in less time than ever before.
- Participate in the game industry's most exciting and lucrative frontier.
- Concentrate on building the differentiating features of your project.
- Retain full intellectual property rights.
- Launch your game – even without a publisher – into a built-in market of players.

Even for well-funded companies, the challenges in building, shipping, and supporting an MMOG have been daunting. For independent developers, those challenges have been insurmountable – until now. To solve these challenges, Multiverse provides you with **The Multiverse Platform**, **The Multiverse Developer Marketplace**, and **The Multiverse Network**.

THE MULTIVERSE PLATFORM

The technology platform is a highly flexible, comprehensive client-server infrastructure with tools and fully documented sample code and assets.

Technology Components	Overview
Multiverse Client	The client includes a state-of-the-art 3D rendering engine with client-side network infrastructure and event-processing technology. It's customizable with client-side plug-ins and an XML-based UI system. With a single installation of the Multiverse Client, a player can access any MMOG built on the Multiverse Platform.
Multiverse Servers	Several very customizable servers accomplish the heavy lifting of your game by managing players, implementing game logic, running artificial intelligence, and more. Dynamic server-side load-balancing lets you implement a world as large as the Earth with millimeter resolution. Build instances, zones, or shards only if you want.
Multiverse Plug-Ins	Pre-coded client and server plug-ins provide basic MMOG gameplay functionality. They are fully documented and completely optional. Use them if you like, or radically change or replace them to match your vision. Standard server-side plug-ins include combat, crafting, questing, and more.
Multiverse Tools	Built for maximum productivity, these tools let you create and change any aspect of your game, and manage it after it launches. Usable by designers, modelers, or programmers. Includes Model Viewer, Terrain Generator, World Editor, and more.
Multiverse Infrastructure	All the necessary infrastructure services, such as user management and support, messaging, content rating system, and billing/subscription management, necessary for you to build commercial applications.
<i>Kothuria: The World's Edge</i>	An actual MMOG for modification. Multiverse will run this game free for consumers, and provide its source and assets to you as the world's first moddable MMOG.

THE MULTIVERSE DEVELOPER MARKETPLACE

Critical for independent developers, the Developer Marketplace is an online store where individual specialists and smaller teams can participate in the virtual world revolution. You can buy and sell assets, including models, sounds, client and server plug-ins, AI scripts, user-interface packs, third-party tools, and more. All of the assets available in the Developer Marketplace will work together on one common platform – the Multiverse Platform. Multiverse will stock the Developer Marketplace with a free set of starter assets. In addition to assets, the marketplace will also include want-ads, support forums, and other developer support features.

THE MULTIVERSE NETWORK

Any game built on the Multiverse Platform automatically becomes part of the Multiverse Network, where it is immediately available to all of the players of all of the games on the network. How you allow access to your world is up to you; choose the revenue model that fits your business, including free-of-charge, subscription, flat-fee, in-game micropayments, advertising-based, or more. Multiverse handles consumer billing and credit card processing. You don't have to worry about any of the pitfalls of financial transactions.

The Multiverse Network is enabled by the Multiverse Client, which is installed on a player's computer. This single revolutionary application can connect to any virtual world that's built on the Multiverse Platform. The player is always just one click away from any world in the Multiverse Network. Whatever makes that

virtual world look different from any other is streamed dynamically to the Multiverse Client.

DEVELOPING ON THE MULTIVERSE PLATFORM

There are many development paths on the Multiverse Platform. If you're a modeler, you can use your existing tools, including 3D Studio MAX and Maya. Writers and game designers can use Multiverse's visual tools to easily lay out a city or a world, and assign behaviors. Programmers can rapidly prototype functionality with Python or JavaScript, and then build your final code after you are satisfied with the results. The figure below shows one common workflow scenario.

BUSINESS MODEL

With Multiverse, you pay nothing upfront. Download the entire SDK (software development kit) with the full technology set and assets, and install it on your own servers. Spend as much time as you need building your virtual world. Have as many testers or free players as you like, and you won't have to pay Multiverse anything. Multiverse makes its money through revenue-sharing, when you charge consumers. If you don't make money, Multiverse charges nothing.

For publishers, additional terms are also available.

For more information about Multiverse, please visit www.multiverse.net or contact info@multiverse.net.

Figure 2: Typical Workflow for Multiverse World Creation

