

Unplugged Publishing: Void Raider

Commander on deck!

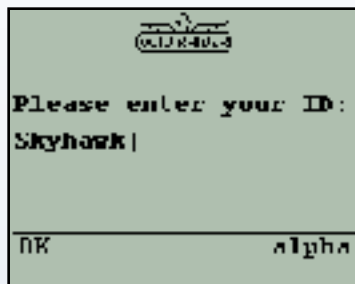
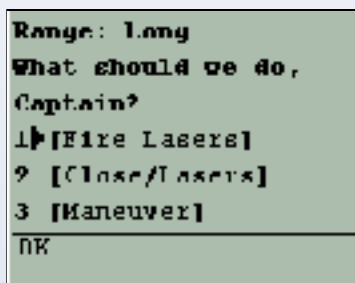
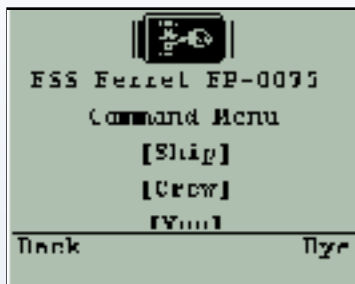
Starships battle as war rages across the void of space. In Void Raider, Unplugged's premier WAP game, you play a privateer in the service of one of two great interstellar nations: the vast and peaceful Terran Empire, defending the Pax Terrestriana; or the small but vigorous Free Stars League, defending your peoples against Terran hegemony.

Welcome to Void Raider

Void Raider has been named one of the top 5 WAP games on the market. It generates over 30 minutes of play per user per week on average and is highly addictive. Many players play Void Raider at home, where they have the option of playing on their PC or game consoles.

Void Raider is a game of space piracy and combat. Players train their crew, tune their ship, then go out on missions protecting their fleets and raiding the fleets of their enemy.

Void Raider requires subscribers to connect regularly to keep their ship and crew in fighting shape. These regular sessions are designed to last from 5 to 8 minutes and keep the subscriber involved in the game over time. In addition, players may have up to 4 characters for variety.



Void Raider was designed to support multiple revenue models. Void Raider can be offered as premium content on a standard monthly subscription. In addition, the game can be offered free for play, with ship upgrades and

promotions having small incremental costs. This allows the game to reach more players.

Void Raider is a proven game which provides persistent, revenue-generating content that subscribers will pay for and will return to play again and again.

Business Details

Platforms:	WML, HDML
Description:	Persistent game of space piracy
Players per Game:	Soloplay with shared high score list
Revenue Model:	Monthly subscription, or pay per upgrade/promotion
Special notes:	Highly successful game. Average usage 30 minutes per player per week
Target demographic:	Audience: 75% Male 18-35 years