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### The Company

38 Studios is an interactive entertainment company founded in August of 2006 with the mission of creating the next generation of original interactive entertainment IP. Initially, the company plans to leverage its original IP and an interactive entertainment product portfolio, to exploit the anticipated market growth of single- and multi-player online video gaming.

We currently operate two game production divisions called studios. Both studios are staffed with top, industry-known, experienced talent with proven records of successful, profitable, and on-time delivery of video game products.

One studio, known in the industry as "Big Huge Games," is located in Timonium (Baltimore), Maryland and is working on a single-player, multi-platform Role Playing Game ("RPG"). The Baltimore studio is currently focused on our first product: *Kingdoms of Amalur: Reckoning*<sup>TM</sup>. We have partnered with Electronic Arts Inc. ("EA") under a publishing arrangement for the publishing and distribution of *Reckoning* and the release date is scheduled for early 2012.

Our second studio, known as "38 Studios Providence", is located in Providence, Rhode Island and is working on our second product, a multi-player online game. This studio is currently focused on the development of our first Massively Multiplayer Online Game ("MMO"). Code named *Copernicus*, the release date for the product is set but not publically released.

### The Studio

In April 2011, 38 Studios relocated their corporate headquarters to One Empire Plaza, Providence, Rhode Island. One Empire is a six-story 104,000-square-foot building located diagonally across Empire Street from Trinity Repertory Company.

The site, based in downtown Providence, is located Downcity in the arts and entertainment district, a central location that proved attractive to 38 Studios due to its vibrant mix of office buildings, restaurant and entertainment venues and its proximity to multiple universities rich with talent such as the University of Rhode Island, Johnson & Wales University, Brown University, and the Rhode Island School of Design (RISD).





### Community and Education Outreach

38 Studios prides itself on giving back to its community. Relationships have already been established with the following vendors: Café LaFrance, Dunkin' Donuts, Courtesy Cleaners, Gasbarro's Wines, Gourmet Heaven, In-town Laundry & Dry Cleaning, Sicilia's Pizza, Felinis Pizza, Coffee Express, RI Convention Center, Arpin, Libby Slader Design, Nappa Construction, Peregrine Group, LLC, Local Building Trades (Laborers, Carpenters, Electricians, Plumbers and Pipefitters), Courtyard Marriott, Hotel Providence, Hilton Providence, Residence Inn Providence Warwick, Westin Providence, Wyndham Garden Providence, Yellow Taxi, Silverman & McGovern.

We have established relationships with RISD, Johnson & Wales, Brown, and New England Institute of Technology.

### Our Vision

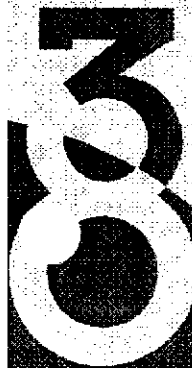
#### Creating an Entertainment Powerhouse

We are creating the next generation of interactive entertainment IP that aims to redefine the boundaries of conventional video gaming and media. Together the studios are leveraging a related, storyline of IP created by our "Visionary Team." This Visionary Team was created and implemented by the our founder, Curt Schilling, and includes fantasy author R. A. Salvatore, comic book artist Todd McFarlane, and video game pioneer and designer Ken Rolston. All are well known for their individual success and respected in the market we are pursuing. Between the two studios, the executive and development teams boast a combined total of more than 100 years of game development experience at top-tier companies including EA, Sony Online Entertainment, and Comcast, and the development teams of both studios have shipped products such as MMOs, RPGs and other genres of games that have generated over \$11 billion in sales to date.

#### The Reckoning Role-Playing Game

At our Baltimore studio, we are using our original *Copernicus* IP to develop and release a role-playing game for the PlayStation 3, Xbox 360, and PC platforms. Named *Kingdoms of Amalur: Reckoning*, this will be a single-player, open-world, "fantasy fiction" RPG designed by Ken Rolston. *Reckoning* combines proven gameplay elements from the RPG genre with the setting and story of the original IP developed by the Visionary Team.

We have signed a publishing and distribution agreement with EA for the RPG *Reckoning* under which EA has agreed, among other things, to fund the budgeted development costs of the RPG through its general commercial release in early 2012. The Company believes that the publishing relationship with EA, which involved significant due diligence, mitigates product success risks substantially through EA's commitment to funding, development support, retail distribution, and marketing of the *Reckoning* title.





### The *Copernicus* Massively Multiplayer Online Game

At our Providence studio, we are developing a MMO, code-named *Copernicus*, that aims to redefine multiplayer online gaming as it exists today. *Copernicus* tells the story of a unique, rich universe under siege; the player begins his or her heroic journey with thousands of other players and must decide between saving the world or destroying it. *Copernicus* will include the heroes, storylines, and a distinctive visual style that characterizes the Company's first IP ("*Copernicus* IP"). *Copernicus* is based on the visionary team's original IP including characters and storyline. In *Copernicus*, we combine proven game design expertise, communications technology, and a multi-product strategy.

We believe that direct access to our customers through an integrated platform will add to the success and longevity of our current and future products and are currently in discussions with top publishers and distributors regarding a publishing, distribution, or services that would allow us to maintain a direct relationship with our customer base.





### 38 Studios' Visionaries

#### Curt Schilling – Founder, Chairman and Executive Visionary



Curt has eight years of interactive entertainment software industry experience, and has participated in MMO development through his long partnership with Sony Online Entertainment. Prior to his retirement from Major League Baseball, Curt's leadership was seen on and off the field, and he continues to be a player spokesman and advocate for the baseball profession. His preparation skills and ability to focus were extraordinary even amongst professional athletes; these have since carried over into his business activities. He excels in the most intense and pressure-packed environments.

#### Todd McFarlane – Artistic Visionary



Todd is the creative force behind *Spawn*, one of the world's most popular comic franchises; he has sold over 150 million comic books. Todd is also known from his days penciling *Spider-Man* at Marvel/Epic Comics and for running McFarlane Toys, a multimillion-dollar enterprise that has set the gold standard in the action figure industry. Sought-after by fans and collectors throughout the world, McFarlane Toys are known for their unparalleled detail, likenesses, and poses. Todd's company holds official licenses to produce action figures for a number of U.S. football, baseball, and basketball players and has partnered with major names in music (KISS, Elvis Presley, Motley Crue, Bon Jovi), television (*Lost*, *24*, *The Simpsons*, *Hanna-Barbera*), and feature films (*Alien vs. Predator*, Tim Burton's *Corpse Bride*, *Wallace & Gromit: The Curse of the Were-rabbit*, and *Shrek*).

#### R. A. Salvatore – Executive Creator of Worlds



R. A.'s books regularly appear on the *New York Times* bestseller lists and have sold more than 15 million copies in the U.S. alone. Some of R. A.'s original works have debuted at #1 on the *Wall Street Journal* bestseller list. His books have been translated into numerous foreign languages, including German, Italian, Finnish, Greek, Hungarian, Turkish, Croatian, Bulgarian, Yiddish, Spanish, Russian, Polish, Czech, and French. One of R. A.'s most famous, or infamous, stories, *Vector Prime*, revolves around the assassination of one of science fiction's most famous and iconic characters (*Star Wars: The New Jedi Order, Book 1*).

#### Ken Rolston – Executive Designer



Ken got his start in games through the traditional pen and paper products, from *Dungeons and Dragons (D&D)* to *Advanced D&D*, as well as *Warhammer* and *Runequest*. He was the 1985 winner of the H. G. Wells Award for Best Role-Playing Game, *Paranoia*. Ken was the lead designer of *Elder Scrolls III: Morrowind*, as well as *Elder Scrolls IV: Oblivion*. *Elder Scrolls III* won Editor's Choice, PC RPG Game of the Year, and IGN's RPG Vault's Game of the Year as well as Gamespy's Game of the Year, GamePro's Editor's Choice, and PC Gamer's U.S. Editor's Choice. *Elder Scrolls IV* is recognized as the most commercially-successful single-player RPG ever created. The series has combined to sell well over 5





million copies. *Elder Scrolls IV* won eight different Game of the Year awards, received multiple 5/5 stars, and garnered review scores that averaged 94%.

#### Executive Team:

##### Jennifer MacLean – Chief Executive Officer



Jen came to 38 Studios from Comcast, where she served as vice president and general manager (games), responsible for management of all games products, strategy, and business development for the U.S.'s largest cable company. Her extensive and varied experience in online content and interactive entertainment began in 1992 at MicroProse Software. She joined AOL in 1996, where she held numerous positions in the AOL brand programming division including programming director for the Games Channel. Jen earned a B.A. in international relations from Johns Hopkins University and an M.B.A. with a concentration in international business from Columbia Business School. Jen was named one of the "Game Industry's 100 Most Influential Women" by Next Generation, one of the "Top 20 Women in Games" by Gamasutra, is the former Chair Emeritus of the board of directors of the International Game Developers Association, and is a frequently requested speaker at interactive entertainment industry events.

##### Bill Thomas – President and Chief Operating Officer



Bill brings thirty-three years of executive and operational experience to 38 Studios. He has set up, developed, and funded operations in the Middle East, Asia, and the United States. As chairman and CEO of Fortune 500 subsidiaries, Bill has built and executed strategic-development plans for globalization of financial service organizations, as well as funded medical and environmental services start-up companies. He has served as consultant for such conglomerates as Westinghouse, Lockheed, Boeing, Raytheon, Hyundai, LG Group, Samsung, Daewoo, HSBC, Bechtel, and Texas Instruments; negotiated joint ventures for entertainers like John Denver, Michael Jackson, Tony Bennett, Phil Collins, and the Everly Brothers; and provided leadership for market development, licensing, and trademark for the Malaysian-based American Polo Club USA's penetration of the U.S. market. Bill's extensive experience working across cultures as well as at all levels of government and commercial organizations provide him with knowledge of and access to a multitude of financial and operational resources.

##### Rick Wester – Chief Financial Officer



Rick has more than eighteen years of senior-level financial experience in startup and high growth entities, primarily in software and IT services. His experience includes budgeting and planning, fundraising, technical accounting, IPO planning and registration, and public company reporting. Prior to joining 38 Studios, Rick was the managing director, corporate controller for Exa Corporation, a worldwide provider of fluid dynamics software for the



automotive industry. Before that, Rick served as the CFO at C-bridge Internet Solutions, Inc., while it grew from 63 employees with a \$5 million annual revenue run-rate to 700+ employees with a \$100 million annual revenue run-rate. At C-bridge, Rick oversaw a successful \$74 million IPO. Rick also spent time as a public company controller at Computer Telephone Corp, and as controller and vice president of finance at other high-growth entities. As CFO at 38 Studios, Rick oversees all of the Company's internal and external financial affairs, including current and long-term financial planning.

#### Peggy Freeman – Chief People Officer



Peggy has been associated with 38 Studios since its inception in 2006, and formally joined the team as Chief People Officer in 2011. Peggy was previously President of Freeman Consulting from 2006-2010, specializing in Executive Coaching, Cultural/Organizational Development and Strategic Design and Implementation. Peggy's clients were widespread and varied including Private Equity Groups, The Mandarin Oriental Hotels world-wide, Planetree Hospitals, Food Service, Manufacturing, Health Insurance, and Consumer Products sectors. Prior to her consulting practice, Peggy was Chief People Officer with a national company where she served as a liaison to the Board's Compensation and Compliance Committees. Her Board affiliations include Plane Tree Hospitals, and The Footlights Theatre Group. In addition, Peggy was elected to her local Board of Education serving on Ethics, Compliance, Personnel and Finance Committees. Peggy attended Sacred Heart and Fairfield University, and earned her MBA from Trinity College. In her spare time, Peggy founded "Freedom Rides" a non-profit recreational horseback riding program for emotionally, behaviorally or financially challenged children in 2008.

#### Gavian Whishaw – Studio General Manager, Providence Studio



Gavian has been working in software development for over ten years. He got his start managing web and IT infrastructure projects in the newspaper industry and in 2001 joined EA as a development director. For EA, he shipped multi-platform titles including *NHL 2002*, *NCAA March Madness 2003*, *NBA Live 2003*, *NCAA March Madness 2004*, *NBA Live 2004* and *NHL 2005*. Taking this education in how to ship high quality, record-selling products in short development cycles, he joined Crytek in 2004 with the title of development director. Crytek, based in Germany, is an industry leader in cutting edge gaming technology, and Gavian helped ship the critically acclaimed PC title *Crysis* while building new teams and working on new IP. A strong proponent of people-centered management philosophies and systems that create world-class entertainment products, Gavian joined 38 Studios as executive producer and is now studio general manager for Providence.



#### Sean Dunn – Studio General Manager, Baltimore Studio



Sean Dunn is a veteran of the games industry, with over eighteen years of experience as a creative director, producer, and programmer. In previous roles, he produced or provided creative direction for over fifteen titles, including the critically acclaimed *Dawn of War* franchise, *Company of Heroes*, and *Supreme Commander*. With a background in design, programming, and production, Sean is readily equipped to manage the day-to-day activities of Big Huge Games.

#### Christina Alejandre – Vice President of Business Development



Christina Alejandre has over a decade of strategic licensing and business development expertise in the interactive space. Before joining the 38 Studios team, Christina served as the director of licensing and partner management for Turbine, managing external partnerships and working closely with companies including Middle-earth Enterprises, Hasbro, Atari and Wizards of the Coast.

Prior to Turbine, Christina spent time at mobile/social game developer Octopi as the director of business development. Christina launched her career in interactive entertainment working for Viacom Consumer Products and Nickelodeon Online, focusing on online and mobile licensing and product development. Christina is a graduate of Occidental College with degree in economics.

#### Alex Bertie – Vice President of Marketing



Alex brings over sixteen years of global entertainment marketing experience to 38 Studios, including eight years in the music industry in the UK generating twelve platinum and four gold awards during his time at BMG and Universal.

Formerly the vice president of marketing at Rockstar Games, Alex has also held positions at Codemasters Software as vice president of global brand and marketing and Electronic Arts as marketing director (European studios). While at EA, Alex was responsible for shaping and executing cross-platform marketing strategy across multiple game IPs including *Red Dead Redemption*, *Battlefield*, *Burnout*, *Harry Potter*, *L.A. Noire*, *Colin McRae Dirt*, *Operation Flashpoint* and *Formula 1*. Alex earned an M.A. in modern history at Oxford University and an M.B.A. at INSEAD where he specialized in international marketing and strategy.

#### Glen Pryer – Vice President of Customer Relations



An accomplished executive, Glen has over fifteen years of experience in the customer relations field. Prior to 38 Studios, he held the role of director of global planning and support for Blizzard Entertainment. During that time, he supported the global launch of multiple titles: *World of Warcraft*, *Wrath of the Lich King* and *Cataclysm* as well as *Star Craft II*. Glen's previous experiences include ten years with Dell Computers where he helped found Dell's first premium paid service division. His experience also includes the financial industry where he led transformations in customer satisfaction and customer centric strategy for Fifth Third Bancorp as the VP of services. Glen has managed business units on a regional and





global scale budgeted from \$10 to \$230 million. His customer / employee centric leadership style has enabled him to forge large teams together to achieve powerful relationships with customers around the world while maintaining operational and fiscal excellence. He has a deep understanding of customers, employees and company as well as the systems and structures that support them. Glen carries a B.S. in computer science from the University of Texas and is a Six Sigma black belt.

#### Jon Laff – Chief Technology Officer



With more than a dozen years as an engineer in the video game industry, Jon has a proven track record in software design and technology leadership. Before joining 38 Studios, Jon was a senior systems engineer and lead engineer at Electronic Arts' Montreal development house. Jon played a key role in growing the new studio and in developing its first AAA IP title, *Army of Two*.

At EA Los Angeles, Jon was the lead engineer on *Medal of Honor: European Assault* and the Xbox lead engineer on *Medal of Honor: Rising Sun*. Prior to Electronic Arts, Jon served as a lead and senior software engineer at VR1/Jaleco Entertainment in Colorado, where he worked on MMO products *Lost Continents* and *VR1 Crossroads*, as well as other online titles including *Ultracorps* and *Fighter Ace III*. Jon's extensive experience in the game industry spans a broad array of disciplines including: online and networking, artificial intelligence, animation, audio, game authoring tools, optimization, game play systems, graphics, physics, relational databases and game server architectures. Jon holds two degrees from the University of Colorado at Boulder: a B.S. in computer science and a B.A. in mathematics.

#### Jason Roberts – Executive Producer, Project Copernicus

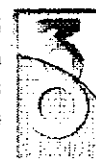


Jason has over nine years of experience in the video game industry. Jason began his career as a lead tester at VR-1/Jaleco Entertainment. While at Jaleco, Jason served as a quality assurance lead and associate producer on several titles including *Fighter Ace*, *Nightcaster*, *Sea Trader*, *Jazz Jackrabbit* (GBA) and *Lost Continents*, a never-released MMO. From there he moved to San Diego to work for Sony Online Entertainment as a QA supervisor where he oversaw the testing efforts and launch of *PlanetSide*, *Star Wars Galaxies*, and several *EverQuest* expansions. He started on *EverQuest II* as a design supervisor for the quest team and worked on other large features, including the effort to put voiceover in the game. He was promoted to lead designer a year after launch and oversaw the design efforts for work on *Desert of Flames*, *Kingdom of Sky*, and *Echoes of Faydwer*.

#### Bill Mrochek – Vice President, Platform



Bill has over sixteen years of management experience, providing leadership and direction for successful projects in the software application and interactive entertainment product spaces. Before joining 38 Studios, Bill spent over four years managing outsource projects for both games, business, and government projects. Bill started his career in games ten years ago, and has worked on a variety of AAA and casual games with a number of publishers including Namco Bandai, Disney, Sega, Konami and Activision. Bill spent the first ten years of his career as a producer and production manager for live programming and commercials in



both the Las Vegas and Denver markets, which earned him numerous local and regional awards.

#### Board of Directors:

In addition to Curt Schilling, Jennifer MacLean and Bill Thomas, 38 Studios' Board of Directors includes:

#### Thomas Zaccagnino – Vice Chairman and Lead Director



Tom is currently co-managing director at Wellesley Advisors Corporation, an institutional private equity investment company. He is also a director at 1921 Realty Incorporated, a Real Estate Investment Trust and at Indaba Music, an international digital media company. Prior to holding these positions, Tom was a high-tech entrepreneur. He has transacted business in over twenty-five countries on five continents, and has extensive experience in private equity, M&A, and private and public offerings. Tom is also an active early-stage investor and is a member of the Urban Land Institute and the Boston Real Estate Finance Association. He serves as chairman of the Yale Alumni Real Estate Association of New England and is a member of the Yale Alumni Schools Committee. Tom earned a B.A. from Yale College. In addition to his role as lead director and vice chair, Tom is Chairman of 38 Studios' Finance Committee as well as a member of the Audit and Communications Committees.

#### Martha Crowninshield



Martha is a general partner emerita of Boston Ventures, an internationally recognized private equity firm with more than \$2.5 billion in raised capital spanning seven limited partnership funds. Since 1985, she has been principally involved in investing in the entertainment and leisure markets. Her track record of success includes such recognized names as Motown Record Company, Six Flags Entertainment Corporation, Billboard Publications, Inc., and USA Cinemas (now Loews). She is a member of the Board of Fellows at Harvard Medical School and Founding Co-Chair of the Harvard NeuroDiscovery Center council. Her financial support and business advice are credited at Harvard Medical School as critical for the launch of the International MS Genetics Consortium where she serves on its board of directors. Martha also has brought her business and leadership skills to her considerable efforts as a philanthropist. She was a driving force with the United Way in encouraging large individual donors to support targeted initiatives for programs including economic literacy and entrepreneurship for girls. As an overseer of the Boston Symphony Orchestra and the Huntington Theater Company in Boston, her work focused on introducing the arts into the broader community with a special focus on education and participation for children. She is also involved in national and international initiatives to improve access to capital – both intellectual and financial – for women and people of color. A former member of the Executive Committee of the Simmons College Corporation and the Executive Committee of C200, she has received many local and national awards of recognition for her business and philanthropic leadership. Martha





received her M.B.A. from Simmons College Graduate School of Business and currently serves as chair of Indaba Music. Martha chairs the Company's Communications Committee.

#### Jim Halpin



Jim is the president and owner of River Bend Inc., a private investment company. Prior to starting his own firm in 2000, Mr. Halpin served as president and CEO of CompUSA for seven years. In 1998, during his tenure at CompUSA, he was named one of the "top 25 managers in the world" by *Business Week*. Jim also served as president of HomeBase and BJ's Wholesale Club. Jim was a director and a chairman of the Compensation Committees at both Marvel and Life Time Fitness. In addition, he was a member of the Strategic Planning Committee at Marvel and the Finance Committee at Life Time Fitness. Jim formerly served on the boards of Access and Posse, nonprofit organizations offering educational assistance to urban youth. Jim has guest lectured at Harvard Business School, Massachusetts Institute of Technology, Babson College, Columbia University, and the Wharton School. Jim is chairman of the Company's Compensation Committee.

#### Douglas Macrae



Doug began his career in video games in 1981 when he founded General Computer in Cambridge, Massachusetts. Within a few years the company grew to over a hundred employees designing arcade and home games for Atari and Bally / Midway. Between original games and arcade conversion to home systems, General Computer was responsible for versions of *Ms. Pac-Man*, *Centipede*, *Galaxians*, *Galaga*, *Asteroids*, *Joust*, *Robotron*, *Pole Position*, *Jungle Hunt*, *Xevious*, *Berserk*, *Desert Falcon*, *Dig Dug*, *Ballblazer*, *Jr. Pac-Man*, *Kangaroo*, *Moon Patrol*, *Food Fight*, *Phoenix*, *Quantum*, *Rubik's Cube*, *Realsports Tennis*, *Track & Field*, and *Vanguard*. In 1993, he founded a new company, VideoGuide, to design interactive program guides. In 1996, VideoGuide was merged into Gemstar; in 2000 Gemstar acquired TV Guide. Doug became president of TV Guide Consumer Electronics with offices in Boston, Los Angeles, London, Luxemburg, Hong Kong, and Tokyo. After retiring in 2005, Doug became an avid *World of Warcraft* player, spending many hours of quality time with his sons. Desiring to get back into the video game world, Doug co-created the *Azeroth Advisor*, a personalized newsletter for players of Blizzard's *World of Warcraft*. Doug is a member of the Company's Finance and Compensation Committees.

#### Kevin J. Roche




Kevin has twenty-six years of experience in investment banking, private equity and leveraged finance. From 2001 to 2006, Kevin was head of investment banking at Wachovia Corporation with responsibility for ten corporate finance industry coverage groups, mergers and acquisitions, financial sponsors group, and principal investing. He held leadership responsibility for over \$2.0 billion of revenue, a \$40 billion loan portfolio and a \$2.0 billion principal investing portfolio. During his five-year tenure, Wachovia quadrupled its market share of investment banking fee-based revenue. Prior to being head of investment banking, Kevin



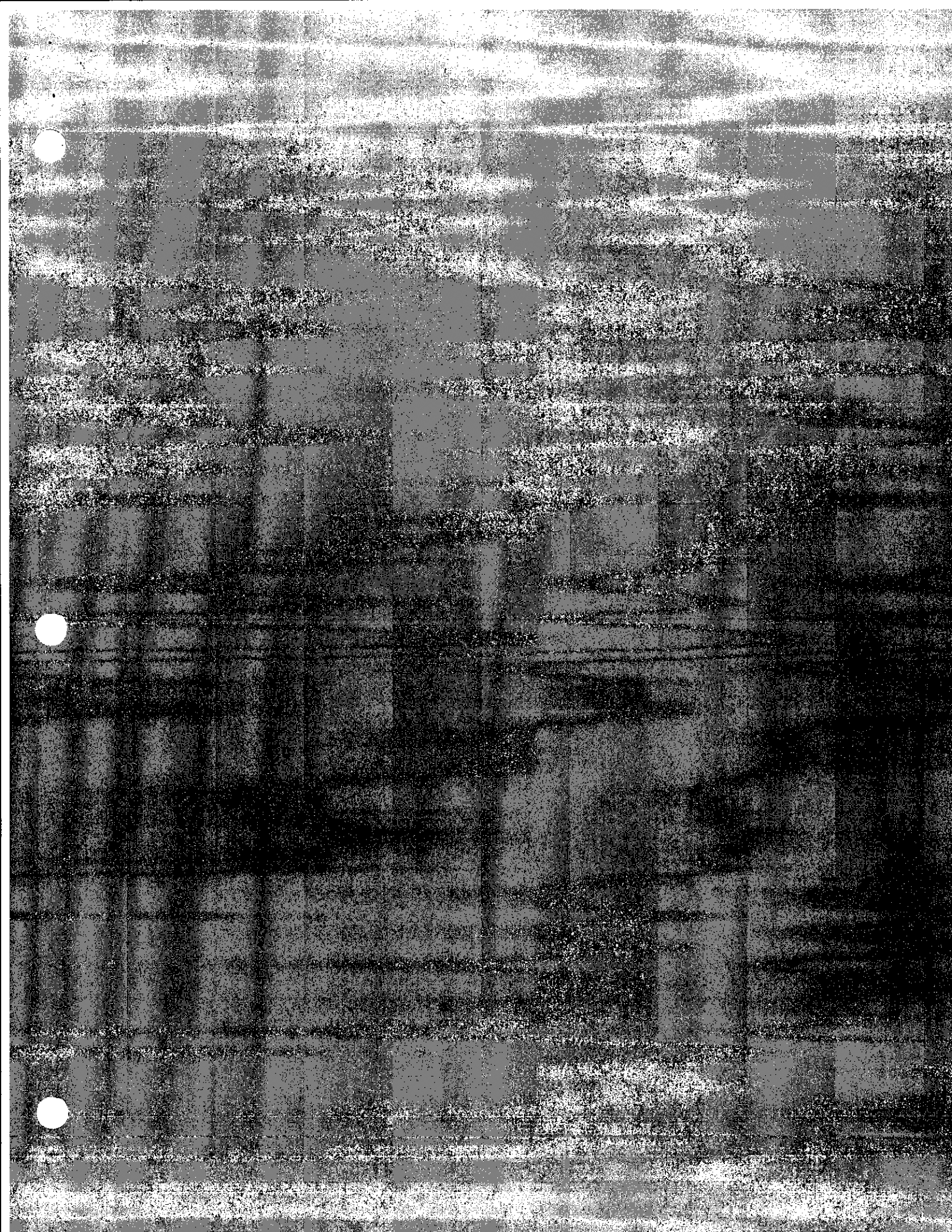
was co-head of leveraged finance at Wachovia Corporation from 2000 to 2001 with responsibility for the loan syndications, high yield origination, sales and trading; leveraged capital; and leveraged finance underwriting groups. From 1988 to 1999, Kevin was a managing partner at Wachovia Capital Partners with a leadership role in founding this private equity investing business and in the successful growth and development of a \$2 billion principal investing portfolio. Kevin was previously a vice president at Kidder, Peabody & Co. Incorporated, where he worked from 1980 to 1982 and 1984 to 1988. Kevin holds a B.A. in economics, *magna cum laude*, from Duke University and an M.B.A. from Harvard Business School. Kevin is chairman of 38 Studios' Audit Committee and member of the Company's Finance and Compensation Committees.

#### Sundar Subramaniam



Sundar is chairman of IBCC whose holdings include Cambridge Technology Enterprises (CTE.NS), Knome (where he is chairman), MTPV, Cambridge Energy Resources and DNSstuff (where he serves as director). He is CEO of Sialix and general partner at Higher Moment Capital. He previously served as chairman of I-Cube, C-bridge, Open Environment Corporation, and OneWave – all of which completed IPOs. He has also been chairman of WorldStreet Corporation and Integrated Computing Engines, and managing partner of Cambridge Samsung Partners, a venture capital firm. Sundar graduated from Brandeis University majoring in computer science and economics, has an M.B.A. from MIT and an M.S. from HST (Harvard-MIT Health Science and Technology). Sundar is a member of the Company's Finance Committee.









## Company

Founded in late 2006

Founded by Curt Schilling

Total Number of Employees (312)

Number of Studios 2 (38 Studios Providence HQ and 38 Studios Baltimore, MD)

Studio Size (SF)

- 38 Studios Providence HQ 104,000 SF

- 38 Studios Baltimore 18,700 SF

## Major Products Under Development

Kingdoms of Amalur: Reckoning

Type of game - open world role-playing game (RPG)

Developed by 38 Studios Baltimore

Published by Electronic Arts

Release Date Jan/Feb 2012

Kingdoms of Amalur: Copernicus (project code name)

Type of game - massively multi player role-playing game (MMORPG)

Developed by 38 Studios Providence HQ

Published by TBD

Release Date Not Publically Released

## Board of Directors

Chairman of the Board – Curt Schilling

Vice Chairman and Lead Director – Thomas Zaccagnino (Chair of the Finance Committee, member of the Audit Committee, member of the Communications Committee)

Director – Kevin Roche (Chair of the Audit Committee, member of the Finance Committee, member of the Compensation Committee)

Director – Martha Crowninshield (Chair of the Communications Committee)

Director – Jim Halpin (Chair of the Compensation Committee)

Director – Sundar Subramaniam (member of the Finance Committee)

Director – Doug Macrae (member of the Finance and Audit Committees)

Director - Jen MacLean

Director - Bill Thomas; Secretary & Treasurer

## Key Management

CEO – Jen MacLean

President and COO – Bill Thomas

CFO – Rick Wester

CPO – Peggy Freeman

CTO – Jon Laff



**38 Studios**

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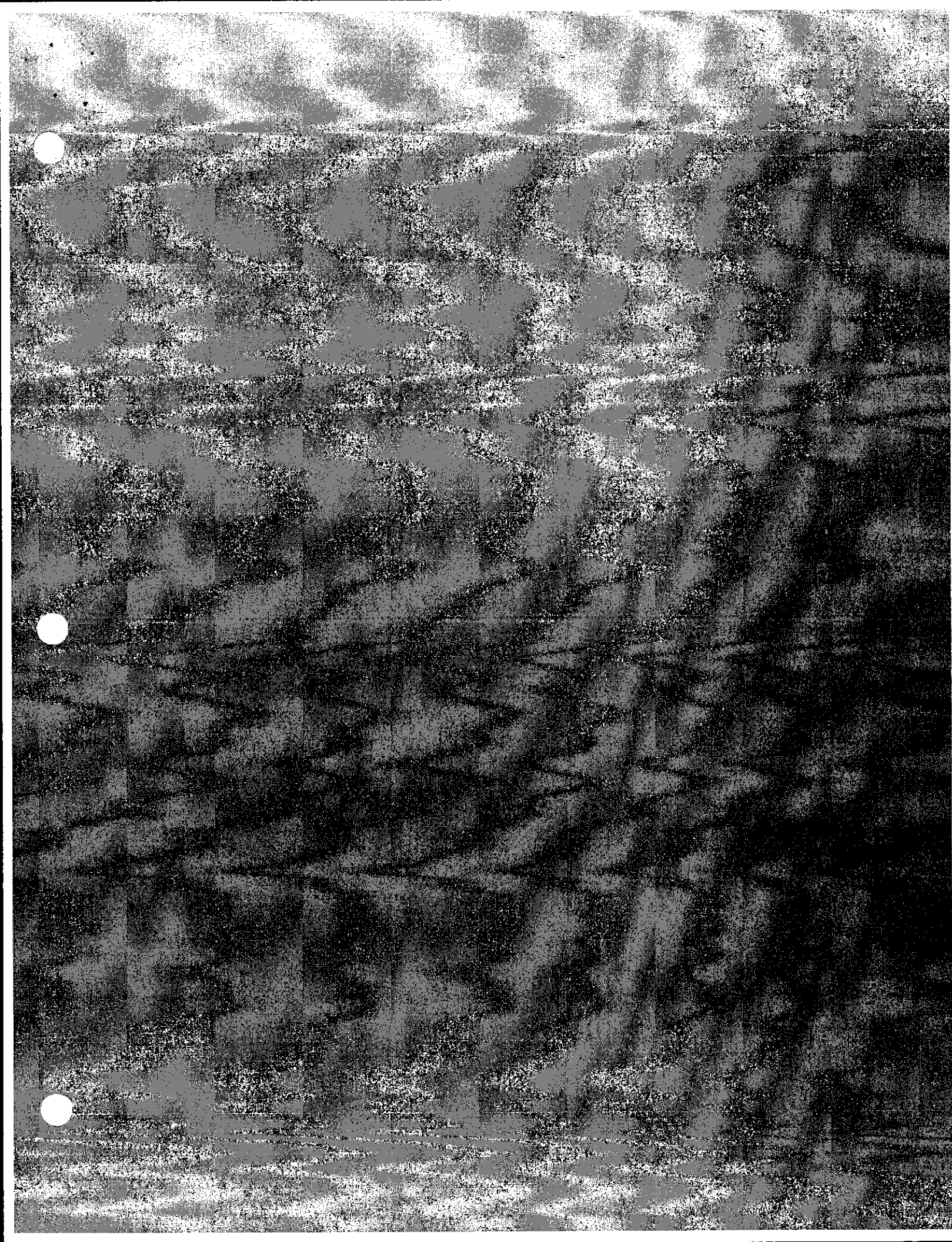
F: 401.243.8301



38 Studios Providence Studio GM – Gavian Whishaw  
38 Studios Baltimore Studio GM – Sean Dunn  
VP of Marketing – Alex Bertie  
VP of Business Development – Christina Alejandre  
VP of Customer Relations – Glen Pryer  
VP of Platform – Bill Mrochek  
Executive Producer Project Copernicus – Jason Roberts



[www.38Studios.com](http://www.38Studios.com)





## Visit from Governor Chafee

Wednesday, June 15, 2011

### Agenda

3:30 – 3:45 Introductions

3:45 – 4:00 Company Overview

4:00 – 4:45 Studio Tour

- Triple AAA product development, what it means
- Infrastructure and technology
- Customer relationship management
- Development process and methodology
- Community engagement
- Reckoning demo, Copernicus demo

4:45 – 5:00 Open Discussion

