

World Cyber Games 2005

World Cyber Games Committee PR Contact

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World Cyber Games 2005 : 'Beyond the Game'

Held in Bill Graham Civic Auditorium, San Francisco, USA in last October , WCG 2004 was the **largest computer and video game festival** ever, providing that virtual games can be an effective vehicle of communication for the young generation around the world.

The official slogan "**Beyond the Game**" signified WCG 2004's commitment to achieve harmony and friendship among the world's youths through cyber games.

During the days of healthy competitions and events, the players from all around the world formed a mutual community, where language and cultural barriers were stripped away and international exchange and harmony were promoted, thus creating a setting for a true world cultural festival.

After intense regional qualifying rounds, 642 players from 59 countries participated in the WCG 2004 Grand Final in San Francisco, showed their skills and strategies in eight game titles of the most popular cyber games today. WCG 2004 also provided a variety of exhibitions, game conferences, and events for those seeking something other than the game matches.

Based on the success of the WCG 2004 in San Francisco, WCG Committee takes its ultimate event to **Singapore, the Asian IT hub** this year. Under active support of Singaporean Government organization (EDB), WCG 2005 is anticipated to solidify its international standing further.

WCG 2005 Grand Final Summary

Overview	
Official Title	WCG 2005 (World Cyber Games 2005)
Date	Mid November, 2005
Venue	TBD
Host Country	Singapore
Worldwide Sponsor	Samsung Electronics
Governmental Sponsor	Ministry of Culture and Tourism, Game Industry Promotion & Development Institute
Game Tournament	
No. of Participants	Approximately 800 gamers from 70 countries.
Official Games	<p>6 PC Games StarCraft® : Brood War® WarCraft® III : Frozen Throne® Counter-Strike™ : Source FIFA Soccer 2005™ Warhammer® 40,000 : Dawn of War™ Need for Speed™ : Underground 2</p> <p>2 Xbox Games Halo™ (Xbox) Dead or Alive® Ultimate (Xbox)</p>
Total Prize	TBD
WCG 2005 Game Conference	
Date	Mid November, 2005
Venue	TBD
Subject	TBD
WCG 2005 Exhibition	
Date	Mid November, 2005
Venue	TBD
Exhibition Profiles	Entertainment & edutainment software On-line Game / PC Game / Console Game / Mobile Game Game and computer accessories Internet products, service, contents Multimedia and peripherals

WCG 2005 Participating Countries

After 63 countries participated in WCG2004, a total of 70 countries are projected to participate in WCG 2005.

* The List of participating countries of WCG 2004

Continent	Country
Asia and Oceania (15 countries)	Australia, China, Chinese Taipei, Hong Kong, India, Indonesia, Japan, Korea, Malaysia, Mongolia , New Zealand, Philippines, Singapore, Thailand, Vietnam
Western Europe (15 countries)	Austria, Belgium, Denmark, France, Finland , Germany, Italy, Luxembourg, Netherlands, Norway , Portugal, Spain, Sweden, Switzerland, United Kingdom
Eastern Europe (15 countries)	Bulgaria, Czech Republic, Estonia, Georgia , Hungary, Kazakhstan, Latvia, Lithuania, Poland, Romania, Russia, Serbia & Montenegro , Slovakia, Ukraine, Uzbekistan
North America (3 countries)	Canada, Mexico, USA
Central & South America (9 countries)	Argentina, Brazil, Chile, Colombia, Ecuador , Guatemala, Panama, Peru, Venezuela ,
Middle East & Africa (6 countries)	Iran, Israel, Kuwait , South Africa, Turkey, UAE,

WCG 2005 Official Games

StarCraft®: Brood War® (PC)

Publisher: Blizzard Entertainment
Developer: Blizzard Entertainment
Genre: RTS (Real-Time Strategy)
Released: 1997

StarCraft®: Brood War™ is a real-time strategy game in which players control any of three different species battling for domination. Commanding Terran, Protoss or Zerg forces, players must complete a series of missions while managing resources, amassing armies and defending their base.

Each race is truly distinct with unique units, technologies, attributes and abilities.

In multiplayer, up to eight players can compete head-to-head in a variety of game types including Melee, Capture the Flag and Free for All. Gameplay can be customized using StarCraft's campaign editor, which allows players to edit unit attributes and create missions and campaigns.



WarCraft® III: The Frozen Throne® (PC)

Publisher: Blizzard Entertainment
Developer: Blizzard Entertainment
Genre: RTS (Real-Time Strategy)
Released: 2003

Warcraft 3 expansion pack, detailing more of the story as new factions arise, and old heroes are transformed. Players return to war-ravaged Azeroth months after the defeat of the Burning Legion, to face a new threat. Each race features an added hero with new abilities and spells. New shops, which the player can build for specific races, keep heroes supplied with items. Multiplayer modes have been enhanced to include new clan and tournament support, among other new games. Neutral Heroes can be persuaded to join in the fight and add new abilities and magic spells to the player's arsenal.



Counter Strike™: Source (PC)

Publisher: Vivendi Universal
Developer: Valve
Genre: FPS (First-Person Shooter)
Released: 2004

Counter-Strike™: Source is a remake of the original *Counter-Strike*, running on the *Half-Life 2* Source engine. It is a tactical action game, challenges you to compete with and against cunning AI opponents in mission-based campaigns spread across the globe. As squad leader of an elite counter-terrorist operative, use specialized maneuvers and weapon skills to complete over 20 new missions, each containing numerous objectives. Drop into challenging scenarios -- from harsh jungle environments to severe arctic terrains, from unforgiving deserts to dangerous



international city streets. Rescue hostages. Escort VIPs to safety. Locate and defuse bombs. This collection of entirely new episodes challenges your ability to think quickly and strategically. Features highly-detailed models, atmospheric enhancements such as snow and rain, and many more dynamic special effects.

Warhammer 40,000 : Dawn of War (PC)

Publisher: THQ
Developer: Relic
Genre: RTS (Real-Time Strategy)
Released: 2004



Ten thousand years have passed since the treasonous acts of Chaos toppled the Golden Age of mankind. Fires burn brightly throughout the galaxies, illuminating carnage and slaughter as mankind defends itself from ancient enemies. Hardened forces collide with one goal in mind, the complete extermination of their opposition. Relic Entertainment brings the world's most successful tabletop war game to the PC. Control one of four unique races in head-to-head or cooperative multiplayer action, where faith, skill, and strategy are requisites in ruling the universe.

(Source : IGN, <http://pc.ign.com/objects/620/620554.html?fromint=1>)

FIFA Soccer 2005™ (PC)

Publisher: EA Sports
Developer: EA Canada
Genre: Sports
Released: 2004



Great soccer players need a great first touch -- and the same is now true for gamers with *FIFA Soccer 2005*. Using an all-new fluid player kinetic system, a player's first touch becomes a key advantage for players who can think quickly and act fast to outsmart the competition. An all-new animation system reacts to every button press with authentic responsiveness, directly translating to the speed and vision of the world's greatest players. With more than 350 official team and league licenses from around the world, more than 12,000 officially licensed players and an enhanced Career Mode, *FIFA Soccer 2005* is billed as the only complete, authentic, and intelligent soccer experience.

(Source : IGN, <http://pc.ign.com/objects/681/681801.html>)

Need for Speed™: Underground 2 (PC)

Publisher: EA
Developer: EA Canada
Genre: Sports (Racing)
Released: 2004



Discover the living, breathing world of *Need for Speed™*

Underground 2. Taking place in a massive, free-roaming city featuring five distinct interconnected neighborhoods, *Need for Speed Underground 2* delivers an immersive game world where reputation is everything. As you explore the city, you'll encounter rival racers who will school you in the ways of the underground and tip you off to the hottest racing spots in town. With the most comprehensive tuning options, all-new game modes, and the industry's most sought-after cars, *Need for Speed Underground 2* delivers the most authentic tuner experience ever.

Halo 2™ (Xbox)

Publisher: Microsoft(X-box)

Developer: Bungie Studios

Genre: FPS (First-Person Shooter)

Released: 2004



The defeat of the Covenant in the first Halo game was only a temporary victory, as the alien attackers have renewed their mission to wipe out all of humanity. Despite the human military force's and Master Chief's efforts, the Covenant have breached the Earth's defenses and have left its inhabitants in a dismal situation. In the midst of desperation, players assume the role of Master Chief and lead the resistance against the Covenant to save the people of Earth from a gruesome demise. *Halo 2* will feature an immense and epic single player mode, as the story picks up where it ended in the first game. In addition to the single player mode, *Halo 2* will also feature a redesigned multiplayer mode. While the first game limited players to LAN connectivity, *Halo 2* takes multiplayer missions online by way of Xbox Live.

(Source : IGN, <http://xbox.ign.com/objects/482/482228.html>)

Dead or Alive® Ultimate (Xbox)

Publisher: Tecmo

Developer: Team Ninja

Genre: Action

Released: 2004



Tecmo's esteemed development group, Team Ninja, has created the ultimate Dead or Alive fighting experience, *Dead or Alive Ultimate*, by coupling the original version of *Dead or Alive™* with a completely redesigned *Dead or Alive™ 2* on the Xbox video game system to create one of the first 3-D online fighting games to date. Both games will be Xbox™ Live multi-player compatible enabling you to test your fighting skills against a vast community of gamers from around the world.

WCG: The Positioning

The world's most inclusive international computer & video game tournament, WCG is the world's biggest computer & video game event with the largest prize money and scale, hosting gamers from 63 countries all over the world last event. WCG also promotes harmony of the world by celebrating international game culture.

Path to become one in cyber space

WCG, created to promote harmony of mankind through e-sports, has provided the youths of the world with the opportunity to come together as one, not only is the WCG a game tournament, but it is also as a place of harmony and cultural exchange that brings people beyond barriers like language, culture and national boundaries.

As the Olympics embody harmony and peace by bringing together the world's athletes every four years, WCG seeks to achieve the same effect in cyberspace every year.

Festivity, harmony, excitement and challenge

WCG ultimately pursues festivity, harmony, excitement and challenge, not only for the gamers but for the entire world. WCG strives to offer hope and excitement to people all over the world, progressing persistently toward the future.

Comprehensive digital cultural festival

As a leader of global digital entertainment, WCG hopes to promote digital culture to the world through e-sports. In addition to the game competition, WCG hosts international business conferences, exhibitions, and cultural events, positioning itself as a comprehensive digital cultural festival. WCG is expected to improve continuously and reach a higher status in the world.

Under the slogan "Beyond the Game", WCG will ultimately position itself as one of the most celebrated festivals in the world.

WCG: The Evolution

Year	2000	2001	2002	2003	2004
Theme	WCG Challenge	WCG 2001 (the 1st WCG)	WCG 2002 (the 2nd WCG)	WCG 2003 (the 3rd WCG)	WCG 2004 (the 4 th WCG)
Official Games	<ul style="list-style-type: none"> - Quake III: Arena - FIFA 2000 - Age of Empires II - StarCraft®: Brood War™ 	<ul style="list-style-type: none"> - Quake III: Arena - FIFA 2001 - Age of Empires II - StarCraft®: Brood War™ - Unreal™ Tournament - Half-Life™ : Counter-Strike 	<ul style="list-style-type: none"> - Quake III: Arena - 2002 FIFA World Cup - Age of Empires II - StarCraft®: Brood War™ - Unreal™ Tournament - Half-Life™ : Counter-Strike 	<ul style="list-style-type: none"> - WarCraft® III: Reign of Chaos™ - FIFA Soccer 2003™ - Age of Mythology™ - StarCraft®: Brood War™ - Unreal™ Tournament 2003 - Half-Life™ :Counter-Strike - Halo™ (XBOX)¹ 	<ul style="list-style-type: none"> - WarCraft® III: Frozen Throne™ - FIFA Soccer 2004™ - StarCraft®: Brood War™ - Unreal® Tournament 2004 -Counter-strike™ :Condition-Zero - Need for Speed™ : Underground ² - Halo™ (XBOX) - Project Gotham Racing 2® (Xbox)
Total Prize	US \$200,000	US \$300,000	US \$300,000	US \$350,000	US \$420,000
Countries	17 Countries	37 Countries	45 Countries	55 Countries	63 Countries (At GF, 59 countries)
No. of Participants (Preminary)	10,000	120,000	180,000	600,000	1,000,000
Grand Final	Oct 7-Oct 15 (9 Days)	Dec 5-Dec 9 (5 Days)	Oct 28-Nov 3 (6 Days)	Oct 12-Oct 18 (7 Days)	Oct 6-10 (5 Days)
	Everland, Seoul	COEX Convention Hall, Seoul	Expo Park, Daejeon	Olympic Park, Seoul	Bill Graham Civic Auditorium San Francisco
	174 Players	389 Players	456 Players	562 Players	642 Players
Countries w/ state support			11 Countries	22 Countries	27 Countries

¹ Xbox game 'Halo™' – First WCG official console game

² PC game 'Need for Speed™ : Underground' and Xbox game ' Project Gotham Racing 2®' – First WCG official racing game

WCG Logo



Dynamic circles in four colors (red, green, yellow and blue) represent WCG's basic concept: the "WCG Global World" which offers enjoyment to the people of the world and also represents the continuous advancement of WCG. The black background represents "The Cyber World" which has infinite possibility. The WCG logo implies that the youth of the world share their dreams and enjoyment of games, and that WCG moves to the future through the multi-interactive communication of the cyber world. WCG will lead the development of digital entertainment culture by promoting harmony of humankind through e-sports and its embodiment in the "World Cultural Festival."

WCG Mascot : GamOn



"GamON", the WCG mascot, incorporates colors that stand for 'Virtuality, Reality, and Community', representing the WCG for young game players and the youth of world. The three faces express various emotions, such as temperance, delight, and curiosity. The extended left foot signifies confidence and readiness for a challenge as a world-class gamer.

GamOn captures the image and the spirit of WCG: a joyful challenge at a harmonious festival.

WCG Committee

The WCG Committee is the representative organization of the WCG, an international group designed to bring the first and greatest game culture festival to the world stage, as well as create opportunities for the promotion and development of the global game industry.



WCG 2005 Host Country : Singapore

Singapore to Become Host Country for the WCG 2005 Grand Final

Singapore will be the WCG Grand Final host country for the year 2005. Following successful event in San Francisco last year, WCG will solidify its standing as the largest and truest international cyber game competition in the world by being held in Singapore, the Asian IT hub this year.

The WCG Committee selected Singapore after the city's bid gained the highest score during the rigorous evaluation process, beating out excellent bids from several other candidate cities that also expressed a strong desire to hold the event.

Singapore was selected because of the city's international character with outstanding tourism and IT infrastructure, unique position as the world's center of IT business and finance, and the location's strategic importance in strengthening the WCG as a world-class cyber game event.

The Economic Development Board (EDB) that took the leading part of hosting WCG in Singapore expects to position the city as the hub of Asia-Pacific game industry and also plans to promote and to emphasize educational aspects of game through the WCG, which has been striving to establish healthy gaming culture in the world.

The WCG launched in 2000 with a preliminary event called the World Cyber Challenge, was first held officially in 2001 as the World Cyber Games. Since then, the WCG has grown to be the greatest global festival for gamers and has led digital entertainment culture in the world. Until the year 2003, the WCG Grand Finals were held in Korean cities such as Seoul and Daejeon. Naturally, the city of Seoul successfully positioned itself as the IT city by hosting WCG 2003 Grand Final.

First held outside of Korea in 2004, the future WCG Grand Finals will be held in different cities across the globe. As Singapore joins the list of WCG host city this year following San Francisco last year, many international cities are showing their interest to participate in bidding for WCG host city.

WCG: Worldwide Sponsor, Samsung Electronics Co., Ltd.

Samsung Electronics' sponsorship of the WCG, representative of games culture in the cyber era

Samsung Electronics intends to build a healthy games culture, a new cultural genre for today's youths by sponsoring the World Cyber Games (WCG). Samsung has taken a pioneering role in supporting a new "games culture" as it recognizes the WCG as the most effective channel to communicate with the world's youths.

The WCG is more than a mere game contest. It's a festival where a variety of games and cultural events, exhibitions, conferences are held. Samsung Electronics has joined the WCG in achieving the goal of building friendship and harmony among the world's youths and a healthy digital entertainment culture through e-sports.

In terms of brand communication, Samsung Electronics has successfully enhanced its awareness through sponsorship of various sports events such as the Olympics, Asia Games, and charity events. As part of this ongoing effort, Samsung has participated in the WCG as a worldwide sponsor for the last five years. In addition, its overseas subsidiaries also support national WCG preliminaries as major sponsors in every participating country. They are making great contributions to building the WCG preliminaries as some of the most important game and cultural events in those countries.

As seen through such efforts, Samsung Electronics is building itself as a representative of those companies which show interest in games culture. In addition to its interest and investment in the game industry, Samsung believes there is a strong need to nurture a healthy and sound cyber world. Its support of the WCG is aimed to maximize the beneficial effects and minimize any adverse effects of games. It strives to reduce negative effects from video games by nurturing a sound and healthy games culture.

Actually, a strong base built by the games culture has also helped develop advanced IT technologies in Korea. The positive effects of games are also used in education in forms of 'edu games'. These kinds of positive effects of games are only expected to grow further. Games are also a venue for composite art, and they are making great contributions to overall cultural advancement.

Gamers, representing their countries during the WCG, compete with each other utilizing all their talents and capabilities in order to honor their country. Through the WCG, they can fully exercise their skills and energy to attain self-esteem and self-actualization. The WCG offers an arena where people can meet and work harmoniously beyond cultural and geographical boundaries.

Furthermore, the WCG is also recognized as a marketing opportunity to strengthen relationships with future customers of the cyber world. Participants

and spectators of the WCG are mainly 'early adopters' who accept up-to-date technologies and products ahead of others and are opinion leaders in the IT industry. In that sense, they are an important target for Samsung Electronics' communications.

Building a healthy games culture requires a festival, which is international, systematic, culturally powerful, and attracts the public's support. It is essential to have an institution that understands and respects the digital and games culture, and that truly cares about its development. The WCG is that kind of institution, which can act as a hub that integrates and nurtures all related parts of a healthy games culture.

Samsung Electronics regards the WCG as a cultural effort that can safely adopt and acclimate to the social changes that will be introduced by a new cyber world. As long as Samsung believes that the WCG receives support from the game industry, governments, the media, and gamers, and promotes a bright future for the young generation, its support for the WCG will continue.

Info 1)WCG 2004 Result Fact Sheet

Total # of Participating Countries (Preliminary)	63
Total # of Participating Countries (G/F)	59
Total # of Countries with Government support WCG	27 out of 63
Total Prize Money of WCG 2004	\$ 2,500,000
Total Prize Money of WCG 2004(G/F)	\$ 420, 000
Total # of Participating Players (a year/all countries)	1,000,000
Total # of Participating Players (G/F)	642
Total # of Spectators in the WCG (a year/all countries)	2.5 million
Total # of Spectators in the WCG 2004(G/F)	42,000
Total # of Participating Media (G/F)	264
Total # of Participating Reporters (G/F)	407
Total # of Nationality of the Visiting Media (G/F)	42 out of 59

Info 2) Ranking of participating countries

WCG 2001

Country	Gold	Silver	Bronze	Rank
Korea	2	1	2	1
Germany	1	1	1	2
USA	1	1		3
Canada	1			4
Taiwan	1			4

WCG 2002

Country	Gold	Silver	Bronze	Rank
Korea	3	2		1
Russia	3			2
Germany	2		3	3
Taiwan	1	1		4

WCG 2003

Country	Gold	Silver	Bronze	Rank
Germany	3	2		1
Taiwan	2	1	1	2
Korea	2		1	3
Netherlands	1	2	2	4

WCG 2004

Country	Gold	Silver	Bronze	Rank
Netherlands	3		1	1
Korea	2	3	1	2
USA	2		1	3
Germany	1	1	1	4

Info 3) WCG 2004 Winners

<p>Need for Speed™ : Underground</p> <ul style="list-style-type: none"> - Gold: Germany, Niklas timmermann - Silver: Korea, Myeongchoon Ryu - Bronze: Brazil, Andre Luiz Coliado de Macedo 	<p>FIFA Soccer 2004™</p> <ul style="list-style-type: none"> - Gold: Korea, Daehan Choi - Silver: Brazil, Bruno Carrico - Bronze: Germany, Daniel Rasche
<p>Counter-Strike™ : Condition Zero</p> <ul style="list-style-type: none"> - Gold: USA, Team 3D - Silver: Denmark, Titans - Bronze: Korea, MaveN 	<p>Unreal® Tournament 2004</p> <ul style="list-style-type: none"> - Gold: Netherlands, Laurens Pluymaekers - Silver: Germany, Maurice Engelhardt - Bronze: Ukraine, Roman Verenko
<p>StarCraft® : Brood War®</p> <ul style="list-style-type: none"> - Gold: Korea, Jihun Seo - Silver: Korea, Sangwook Jeon - Bronze: Bulgaria, Christian Drechsler 	<p>WarCraft® III: Reign of Chaos®</p> <ul style="list-style-type: none"> - Gold: Netherlands, Manuel Schenkhuizen - Silver: Korea, Taemin Hwang - Bronze: France, Merlo Yoan
<p>Halo™</p> <ul style="list-style-type: none"> - Gold: USA, Matt Leto - Silver: Canada, Nelson Triana - Bronze: USA, Dave Walsh 	<p>Project Gotham Racing 2®</p> <ul style="list-style-type: none"> - Gold: Netherlands, Arthur Vankan - Silver: Austria, Juergen Unger - Bronze: Netherlands, Max Haverkamp Begemann