

ENIX AMERICA INC

CORPORATE OVERVIEW

Established in 2000, Enix America Inc. is a rapidly growing publisher of interactive entertainment software for next generation platforms, including the Sony PlayStation®2. Having enjoyed a strong 2001 which saw the company set U.S. sales records for its *Dragon Warrior* products, Enix America is introducing two of its most innovative and technically advanced games this year with *Grandia Xtreme* and *RAD*, both for the PlayStation®2 computer entertainment system. Based in Seattle, WA, Enix America Inc. is a wholly owned subsidiary of Japan-based Enix Corporation.

EXECUTIVE PROFILES

Paul Handelman, President

As president of Enix America Inc, Paul oversees all aspects of the Company's operations, including Sales, Marketing and Distribution, and is responsible for devising and implementing strategic initiatives for both short and long-term growth. With nearly a decade of upper management experience within the interactive entertainment sector, Paul has a demonstrated expertise in product and business development, as well as finance and operations. Under Paul's leadership, Enix America Inc. has established itself as a premier publisher of interactive entertainment software. Fluent in Japanese, Paul holds a bachelor of arts degree in English from Oberlin College.

Andrew Stein, Sales & Marketing Manager

The driving force behind Enix America's Sales and Marketing activities, Andrew directs all aspects of the Company's sales activities, including product forecasting and sales strategies, and oversees the Company's nine regional sales firms as well as acting as the direct liaison for national sales accounts. Additionally, Andrew provides the vision and direction for Enix America's brand management to include advertising, product packaging and trade show positioning. Before joining Enix America, Andrew held a senior Marketing position at Sega of America, Inc. where he was a key member of the Dreamcast launch team – at the time the most successful video game hardware launch in North American history. Previous employment includes six years of business consulting at PriceWaterhouse. Andrew received his MBA from the prestigious Anderson School at UCLA, and holds a bachelor of arts degree in Economics from Pomona College.

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George Torii, Localization Manager

As Localization Manager, George is responsible for the complete localization process for each of the Company's titles. Responsibilities include researching, organizing and supervising a team of independent contractors for the translation of game and instruction manual text; editing and modifying software content for US market, and establishing and maintaining development schedules. George also serves as one of the Company's primary liaisons with Japanese parent company, Enix Corporation, ensuring the seamless flow of information and assets. George is also instrumental in the evaluation of product proposals and development of marketing assets. Prior experience include marketing positions at Square Electronics Arts and Ketchum Public Relations. George received his masters of arts degree in Journalism from the University of Georgia, and holds a bachelor of arts in Journalism and Communications from Florida Southern College.

Justin Lucas, Product Manager

With a strong background in brand management and public relations, Justin is responsible for planning and executing the Company's marketing and product development activities, including product packaging, public relations and product acquisition. Prior to joining Enix America, Justin was Brand Manager at TDK Mediactive where he oversaw Marketing activities behind the company's product lineup, including the strategic planning and creation of marketing and promotional activities, as well as directing external PR teams in both U.S. and Europe. Before his tenure at TDK Mediactive, Justin held several industry positions including ones in marketing and public relation at such respected publishers as Sunsoft USA and Working Designs, respectively.

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