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MINDARK COMMUNICATION AND DEVELOPMENT ROADMAP

Featuring the New Creature Control System

Gothenburg, Sweden – June 3, 2014 /Entropia Universe/ – Entropia Universe AB, the largest Massively Multiplayer Online Real Cash Economy (or MMORCE) game, announced today that MindArk has made a decision to be more active in sharing its future development plans with participants. Given the real-cash aspect of the Entropia Universe economy, it has historically been MindArk's policy to be very careful when releasing information related to future development plans, mainly to prevent undue disruption of the economy. However, considering the plethora of information channels now available to participants to stay up to date on official Entropia Universe and Planet Partner announcements it is time to open the vaults.

Below is a summary of some of the projects the MindArk design and development teams are currently focused on:

Creature Control System Stage 1 - (Planned for June 2014 Release)

You may already be aware of a new feature introduced not long ago that allows officials and planet partners to control various creatures during special events. This system will be extended to participants in the form of Creature Control Capsules, consumable items that will allow you to transform your avatar into a specific creature for a limited time. This fun feature will be made available exclusively through the loot system, and will be monitored closely to prevent abuse.

Taming Stage 1 - (Planned for Autumn 2014 Release)

Some of you will be happy to hear that we plan to (finally) reintroduce Taming to Entropia Universe. In the first stage the core functionality will be quite similar to the original taming system, with added improvements to usability and fun-factor. Initially, pets will be able to accompany your avatar in its Entropia Universe travels, with more pet abilities and features planned for later stages (see below).

PVP Improvements - (Planned for Autumn 2014 Release)

Various improvements to PVP combat have already been implemented this year and more are planned after the summer, including adjustments to the landgrab and fort systems.

Taming Stage 2 - (Planned for Late 2014 / Early 2015 Release)

In this stage it is planned to implement additional skill-based taming abilities that will expand the capabilities of tamed creatures beyond the pre-VU10 taming system. In addition, a limited number of stables will be made available that will fulfill various roles within the taming system such as stabling, feeding, expert training, trading and more.

Creature Control System Stage 2 - (Planned for Winter 2014 Release)

Through a new Battle Octagon interface, your avatar will be able to control various creatures and challenge other avatars to battle in special CCS octagons. With lots of options for attack and defense customization, each battle promises to be unique and exciting, especially considering the possibility of creatures and robots from different planets engaging in reckless combat against one another!

Taming Stage 3 - (Planned for Early 2015 Release)

Battle Arenas will be introduced which will allow tamed creatures to battle one another. Each battle will be unique, with a wide range of offensive and defensive pet buffs and upgrades along with customizable attack and defense profiles.

Web-Based Battle Arena - (Planned for Early 2015 Release)

A web-based Battle Arena game is planned for early 2015. The game will be developed as a cross-platform solution available on the web and for mobile devices, and will have direct ties to the Entropia Universe taming system. Players will have the opportunity to acquire, upgrade and customize their pets for battle against the pets of others.

Entropia Universe participants will have the ability to acquire Battle Arena Deeds and share in the revenue and excitement of the Battle Arena action. 200,000 Battle Arena Deeds will be offered via the Entropia Universe in-game auction and upcoming webshop at 100 PED each. Revenues generated from the Battle Arena Deed offering will be used exclusively for Battle Arena development and marketing. More detailed information about the Battle Arena Deeds will be made available very soon.

Affiliate System - (Planned for Early 2015 Release)

Work is moving forward on the affiliate program mentioned in the State of the Universe Address 2014, though the expected release date has been revised to 2015 due to integration requirements with other planned projects.

Citizenship & Political System - (Planned for Early 2015 Release)

The announced political and housing system is still in the initial design and development stage. As with the taming system, we expect to roll out this system in several stages during 2015. Further information will be made available as each development milestone draws closer.

Client & Server Stability

MindArk's highest priority during the next several releases will be improving stability of the Entropia Universe client. Several of the most common causes of recent client crashes have been identified and our developers are hard at work on resolving those to improve the Entropia Universe experience for all participants.

New Player Experience

Ongoing improvements to the New Player Experience have been implemented with every platform and planet partner release so far this year. These efforts will continue to be a top priority during the rest of 2014 and into 2015 in order to maximize the marketing efforts of MindArk and the planet partners.

Entropia Universe is the largest Massively Multiplayer Online Real Cash Economy (MMORCE) game in the world. Players have no monthly costs, but deposit and withdraw real funds for their adventures on any planet in the Entropia Universe. For more information on Entropia Universe or to download the free game please visit www.entropiauniverse.com.

About Entropia Universe AB

Entropia Universe is the largest Real Cash Economy Massively Multiplayer Online Game in the world. Entropia Universe offers players the ability to participate in a unique virtual world where they have no monthly costs. Its innovative real money economy uses a virtual currency which has a fixed exchange rate with the US dollar. This allows players to deposit and withdraw real funds for their adventures on any virtual planet or in the real world. Entropia Universe uses a state of the art graphics engine to deliver the highest quality visuals in an MMO today.

For more information on Entropia Universe please contact us at the email below or go to our website at <http://www.entropiauniverse.com>.

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