

For Immediate Release

Flying Lab directly targets the Asian On-line MMOG markets with an 16th and 17th Century Pirate experience set across Asia.

USA – (October 22nd, 2004) –Flying Lab has partnered with Omake Interactive Services to pursue strategic publishing and co-development relationships throughout Asia for their upcoming MMOG title *Pirates of the Burning Sea*.

This is a game of high adventure, cunning tactics, and thrilling action in which players strive to be the best pirate, trading merchant, navy officer, or buccaneer in the game. Featuring real-time tactical naval combat, gorgeous visuals, and movie-quality surround sound, *Pirates of the Burning Sea* turns players loose in a competitive, real world action-packed experience of war, plunder, and glory.

Flying Lab has taken a hands-on approach to Asia by planning a complete 16/17th Century Asian playing scenario complete with the famous Korean Turtle Boats, Chinese Junks and Indonesian pirates.

Russell Williams the Executive Producer states “Our goal is to establish a very close network of partnerships across Asia. We will work hand in hand with our country partners to launch a game that will appear completely localized for local tastes and styles. Our partners will research the historical fact and then help in the design of all elements and avatars.”

“Everyone in the world understands pirates and many have studied the great Asian battles and trading throughout the 16/17th Centuries. The maritime trading environment in Asia alone was an incredible time in history. Our long term expansion includes on-land trading and conquests, the ability for the players to re-write history globally.”

The Asian design traits will specially be created for local tastes, person vs. person, trading and wider community elements. The title is expected to conduct beta testing across Asia in December 2005.

“Our combat system happens in real time, with real tactical movement and fire-on-command game play. Your choices determine what happens: shred your enemy's sails with chain shot to slow him down, sweep his crew with grape shot to thin their number, then blow jagged holes in his waterline with massive 32-pound cannonballs, and take their ship” states Mr. Williams

To help achieve this goal, Mr. Williams has appointed Omake Interactive Services, an Asia Pacific gaming specialist, to establish these partnerships for Pirates of The Burning Sea.

About Flying Lab Software.

Flying Lab Software, a Seattle-based game development company, is the maker of the critically acclaimed *Rails Across America*, Editor's Choice from *Computer Gaming World* and Editor's Choice and Best Multiplayer Game of the Year from *Computer Games* magazine. Their current project is *Pirates of the Burning Sea*, an innovative massively multiplayer online role-playing game of adventure and naval combat in the age of sail.

www.burningsea.com

About Omake Interactive Services

Omake Interactive Services was formed early in 2003 to service the growing interactive games industry within Asia and the Pacific Rim.

The key outsourcing services offered by Omake include strategy formation and implementation, distribution and agency services, joint venture development creation and relationship management between the different cultures. Omake has over 16 years of gaming experience in the industry and region.

www.omakeinteractive.com

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For additional information please contact.

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