
GLOSSARY OF TECHNICAL TERMS

This glossary contains definitions of certain terms used in this document in connection with us and our business. Some of these special terms and their definitions may not correspond to the standard definitions and industry usages:

“ACU”	average concurrent users or players, that is the average daily data over a particular period of time derived from the number of users logged on to one of our launched games at 14-minute intervals
“broadband”	a service or connection allowing a large amount of information to be transmitted, which is generally defined as bandwidth of at least 1.5 Mbps
“cartridge”	detachable sub-unit that is held within its own container
“closed beta testing”	a stage during the development of a game whereas the game is released to a select group of individuals for a user test whereas players under the closed beta testing will report any technical problems that they found and sometimes minor features they would like to see in the final version
“computer network”	two or more computers connected together using a telecommunication system for the purpose of communicating and sharing resources
“download”	to transfer (data or programmes) from a server or host computer to one’s own computer or device
“ERP system”	enterprise resource planning system, an accounting-oriented information system for identifying and planning the enterprise resources needed to take, make, distribute, and account for customer orders
“game console”	home video game system
“ICP”	Internet content provider
“Internet”	a global network of interconnected, separately administered public and private computer networks that uses the Transmission Control Protocol/Internet Protocol for communications
“Internet Protocol”	an agreed set of rules, procedures and formats by which information is exchanged over the Internet
“IT”	information technology, the development, installation, and implementation of computer systems and applications

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“launch”	the commercially official launch of an online game after the closed beta testing under the FTP model or after the open beta testing under the pay-for-play model
“Mbps”	millions of bits per second or megabits per second
“MMOG”	massively multiplayer online game, a form of computer game that involves a large number of players playing a game online simultaneously
“MMORPG”	massively multiplayer online role-playing game, in which many players participate in the same role-playing game simultaneously
“open beta testing”	a stage during the development of a game whereas the game is released to a community group, usually the general public, for a user test whereas players under the open beta testing will report any technical problems that they found and sometimes minor features they would like to see in the final version
“PC”	personal computer
“PCU”	peak concurrent users or players, that is the highest data over a particular period of time derived from the number of users logged on to our launched games at 14-minutes intervals
“server”	a computer system that provides services to other computing systems over a computer network
“subscription”	sells periodic (monthly or yearly) use or access of a product or service
“Transmission Control Protocol”	an agreed set of rules, procedures and formats used along with the Internet Protocol to transmit information over the Internet
“turn-based game”	a turn-based game, also known as turn-based strategic game, is a game where the game flow is partitioned into well-defined and visible parts, called turns or rounds
“virtual items”	the virtual items in the game we offer to players to enhance the strength of the character in the game or to provide additional features to the games, such as virtual weapons, armours and spells