



BIG COLLISION™

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For Review

Big Collision Games' Online Soccer Champions begins Closed Beta, Announces Partnership with Mixamo

Closed Beta Testing Features Authentic Performance Capture Motions, Coincides with World Cup 2010

DUBLIN, IRELAND and SAN FRANCISCO, Calif. – June 21, 2010 – Soccer fans unite! Big Collision Games just kicked off closed beta testing for [Online Soccer Champions™](#), a free-to-play massively multiplayer online (MMO) game, just in time for the height of the 2010 World Cup. Big Collision Games chose 3D animation service, [Mixamo](#), as its new exclusive content provider of soccer motion data for *Online Soccer Champions™*.

With the World Cup underway in South Africa, Big Collision Games realizes the importance of providing soccer fans with a realistic at-home soccer experience that gamers can enjoy from their computer screens. The exclusive relationship with Mixamo will ensure that *Online Soccer Champions™* will ship with authentic performance capture soccer motions, heightening the game play experience by capturing the essence of competitive soccer.

Additionally, Big Collision Games partnered with European MMO publisher, Gamigo, to bring closed beta testing to players in the EU. Registration for *Online Soccer Champions™* in Europe will begin soon.

“We wanted to bring *Online Soccer Champions™*, to consumers during the World Cup as we know both fanatic soccer fans and gamers alike won’t be able to get enough of the head-to-head competition,” says Mike Turner, vice president of business development, Big Collision Games. “We are thrilled to be partnered with just a respected animation partner, such as Mixamo. Mixamo quickly understood our needs, and continues to deliver organized capture sessions and clean data.”

Online Soccer Champions™ is a fast-action, immersive MMOG. Gamers play 11-on-11 matches, pitted against a similar skilled team – with every player on both teams controlled by a real gamer. Players grow their characters and progress through the game based on performance on the field and the choices they make along the way. In addition, the community offers social aspects, customization of each character, and highlights the importance of teamwork both on and off the field.

Marty Brickey, CEO of Big Collision Games, said, “It feels great to finally deliver *Online Soccer Champions™* to PC gamers in North and South America; we are proud of what we have

accomplished to date and very excited to think about the future as the game evolves. Mixamo's initial delivery of high quality 3D animations is exciting enough, but our ongoing collaboration will enable more expansive motion data 'on the pitch' and in the rest of the game world."

In addition to Mixamo's custom motion capture services, it also offers an online service that offers game developers and animators character creation and animation services around the clock. Mixamo's entire collection of motions can be customized and applied to any characters in real-time.

Gamers can sign up for the closed beta at www.OnlineSoccerChampions.com, or for more information about Big Collision Games, please visit www.bigcollisiongames.com.

About Big Collision Games

Dublin, Ireland-based [Big Collision Games](http://www.bigcollisiongames.com) is led by Marty Brickey, CEO, Greg Chadwell, executive vice president, and Michael Turner, vice president of business development. BCG is focused on bringing free-to-play massively multi-player online games to underserved market segments worldwide. Big Collision Games is a Big World Technology licensee and believes in leveraging middleware to create outstanding products, allowing the focus to remain on providing an excellent customer experience.

About Mixamo

Mixamo Inc. is a Silicon Valley, VC-funded company founded by 3D pioneers [Stefano Corazza](http://www.mixamo.com), CTO, and [Nazim Kareemi](http://www.mixamo.com), CEO. Based on research from Stanford University's BioMotion lab, Mixamo offers the first online 3D character animation service that provides 3D game developers the power to customize and create professional-quality character animations at unprecedented speeds. Mixamo currently employs a team of outstanding computer vision experts, 3D animators, software engineers and serial entrepreneurs from around the world.

For more information, please visit www.mixamo.com, or follow Mixamo on [Twitter](https://twitter.com/mixamo).

About gamigo AG

[gamigo AG](http://www.gamigo.com), a subsidiary of [Axel Springer AG](http://www.axel-springer.com), has been a major player in the world of online games since it was founded in 2000. Thanks to many years of experience, attractive products, and an emphasis on customer accessibility, gamigo has grown to be one of the leading online publishers in Europe and distributes Massively Multi-player Online Games (MMOGs) of various genres to a wide target audience. The range of products stretches from casual games to its core of role-playing games.

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