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Frogster to exhibit at GDC with Chapter III

– MMO publisher presents first features of 'Runes of Magic Chapter III – The Elder Kingdoms' and a surprise at the Game Developers Conference –

San Francisco and Berlin, 1st March 2010: From March 11th - 13th, Frogster will for the first time give a look at *Runes of Magic's* third chapter at the Game Developers Conference (GDC) in San Francisco. The Berlin-based MMO publisher and its North American subsidiary, Frogster America, will be at booth 859 in the Moscone Center presenting first features of 'Chapter III – The Elder Kingdoms' which is scheduled for release this May in seven languages. Frogster will also be announcing a new product to expand the RoM universe into a new business field at the international developers' conference.

'The Elder Kingdoms', upcoming extensive expansion of Frogster's successful MMORPG, *Runes of Magic*, will integrate a new continent into the popular fantasy world based on a new zone concept with unusually vast play areas. In addition to these new regions, a new PvP battleground and challenging new instances in the third chapter, players will be able to push their fighting skills to the limit by taking part in enormous battles between guild castles that include siege weaponry and up to 150 players per side.

Frogster's Berlin headquarters is happy to arrange interviews and presentations.

***Runes of Magic* – A world full of magic and adventure**

Runes of Magic has redefined the standard for free-to-play MMORPGs in terms of gameplay, fun and quality. The online role-playing game has an exciting, multi-layered story, driven by more than 2,300 quests set in the fantasy world of Tabora. To date, ***Runes of Magic*** has attracted more than 2.5 million registered users, making it one of the most successful free-to-play titles on the market, and a must play game for all fans of RPGs and MMO games.

Runes of Magic features a unique dual class system enabling players to combine one of eight primary classes with a secondary class. The result is a deep player experience that expands upon the game's broad customization offering. There are two different playable races, Elves and Humans, from which players can choose. Each dual class combination produces its own powerful elite skills. Another popular feature is the opportunity to furnish your own virtual home, and guilds can construct guild castles, which can be expanded with additional buildings. Thanks to comprehensive crafting and reputation systems, gripping PvP features, deep customization and demanding dungeons, ***Runes of Magic*** has something for everyone. Taiwanese developer Runewaker regularly expands the game world with new free content and challenges. More information on www.runesofmagic.com

About Frogster

The Berlin based Frogster Interactive Pictures AG , listed on the stock exchange, has focused on the growth sector of massively multiplayer online games (MMOGs) at an early stage already. The company licenses, markets and operates its virtual worlds for millions of players in Europe, Asia and North America. In Europe its subsidiary Frogster Online Gaming GmbH is taking care of the operating business of the Frogster group. The Korean joint venture Frogster Asia Co. Ltd. based in Seoul develops new MMO games with an internal team and markets virtual worlds in Asia. Frogster America Inc. based in San Francisco, USA, markets and operates MMO games in North America. At their offices in Berlin, Seoul and San Francisco, the Frogster group employs more than 150 staff members in the fields of game development, licensing, IT, web design and web development, product management, marketing, PR, web publishing, community management, customer support, hosting, sales, billing and finance/administration. In the year 2008, Frogster won the "Landmark in the Land of Ideas", a competition under the patronage of the German President Dr. Horst Köhler. Additional information is available at: www.frogster.de

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