

Ralf Adam**Executive Producer, Gameforge, Germany**

Ralf Adam got his start in the computer game industry in 1993. Since then he has worked for a multitude of publishers and developers in different positions, among them Infogrames/Atari, Sunflowers Entertainment and JoWood Productions. His portfolio also includes freelance work for Disney Interactive, Eidos and Vivendi Universal as well as writing for numerous games magazines.

With experience and expertise in producing, writing, game design, localisation and project management, Ralf has contributed to a wide variety of titles such as "Desperados: Wanted Dead or Alive" (Spellbound/Atari), "Die Gilde (The Guild)" (4Head/Jowood), "Rally Trophy" (Bugbear/Jowood), "Hotel Gigant" (Enlight/Jowood), "Arx Fatalis" (Arkane/Jowood), "Silent Storm" (Nival/Jowood) or "Spell Force - The order of dawn" (Phenomic/Jowood) - and more recently "Sacred: Underworld" (Ascaron), "Die Gilde 2" (4Head/Jowood), "Desperados 2" (Spellbound/Atari), "ParaWorld" (SEK/Sunflowers) and "Die Siedler 6" (Blue Byte/Ubisoft).

For the last 5 ½ years Ralf ran Tiger Team Productions, where he offered his producing, writing and consulting services as a "gun for hire". Since June 2009 Ralf works officially as Executive Producer at Gameforge.

**Gameforge**

Spaß, Fun, Plaisir, Diversión: Gameforge is sincerely committed to delivering game fun for millions of enthusiastic players all over the world. We transport game fun directly into the player's mind.

Global Representation and Experience: Since 2003 Gameforge has been developing online games. Game culture in recent years has overcome national peculiarities and undergone a process of globalization. Therefore, Gameforge games are available in more than 50 languages. The internet connects players from all countries. Despite that, games still need special localization - especially in terms of language. Experienced Gameforge managers provide for the necessary familiarization. As a result players embrace our games.

Professionalism and Confidence: Gameforge has assembled the best possible technical infrastructure to operate its games. Dedicated game servers located next to the main nodes of internet traffic guarantee total availability of game servers and ensure fast pings. Redundant server clusters and 24/7 monitoring deliver 100 percent system stability. Gameforge will do anything to ensure game fun around the clock. The players trust in us. And we are prepared to meet that challenge.

Community: Gameforge catches on with the players. Gameforge games are not worth a penny without exuberant players. The game fun of a single player is amplified by playing with a multitude of players of the same mind. A player will instantly feel at home in a game community. The community both offers adversaries and partners, recourse and fame, means of communication and a group of like-minded peers. Gameforge has been successfully building and managing communities for years.

Contact

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