

Greetings,

When we stepped off the plane **Thursday** Frank was there waiting at the gate. He said we were on our way to meet Dale @ [IMagic](#).....the guy who programs the WarBirds online games. Dale shows us the games, goes into GOD mode for a while. We talk about how his engine works. He said that the same engine is used for the Space, W.W.II, and the W.W.I games. The games are under constant development and are making money. We went to show him our sites, but he didn't have the plug-ins. He went to download them, but was not thrilled about it. He didn't know what shockwave or any of the other plug-ins that we use are. He said they are going public within the next month. If we could stream or broadcast advertisements for them that would be cool for AVStreams. Dale said he could program a computer camera to focus on, and follow the most congested area of the multiplayer game 24 hrs a day. If that cameras view could be then broadcasted it would be worth looking at quite frequently by the large group of WarBirds enthusiasts Do a search on the Internet They are out there in herds.

Friday starts out with an 8 am meeting with Frank Berko and Bob Wright. We met at [ionstorms](#) office. This is a top story office that's not missing any of the top of the line equipment for producing high end 3D games. The walls are decorated with clay models of the 3D characters used in there games. They capture reflective balls info and process it in house. Frank used the meeting to offer his ISDN Cards to Bob as a partnership, so Moses Computers could be represented on ionstorms web site for free. It worked.

We went to Ritual entertainment to meet Harry Miller. He seemed busy. He said he lost allot of money with Bob. Harry gave Jeff a number to call for games to buy.