Product Specification

Version 5.1

VIRTUAL WORLDS
PLATFORM 5

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1 Overview

blaxxun interactive is the leading provider of platforms for efficient internet-based communication. The Virtual Worlds Platform is the ideal foundation for developing an interactive communications solution in any branch of business or entertainment. Uses range from E-Learning and E-Service to Customer Clubs and even Interactive TV.

blaxxun interactive helps companies with high information-exchange needs to enable and optimize the flow of targeted communication and information among employees, customers and partners, regardless of location. The advantages of using blaxxun technology are more effective communication, faster information transfer, and reductions in costs – all leading to greater growth potential, better customer relations, and long-term customer loyalty.

The Virtual Worlds Platform is a modular software system with an extensive range of features offering optimal communication and interaction potential. High scalability, top performance and an uncomplicated user interface allow the setup and operation of a stable application. The Virtual Worlds Platform's features are browser-accessible, via HTML, Java or with a plug-in. Many functions can be used via mobile telephone (WAP or SMS).
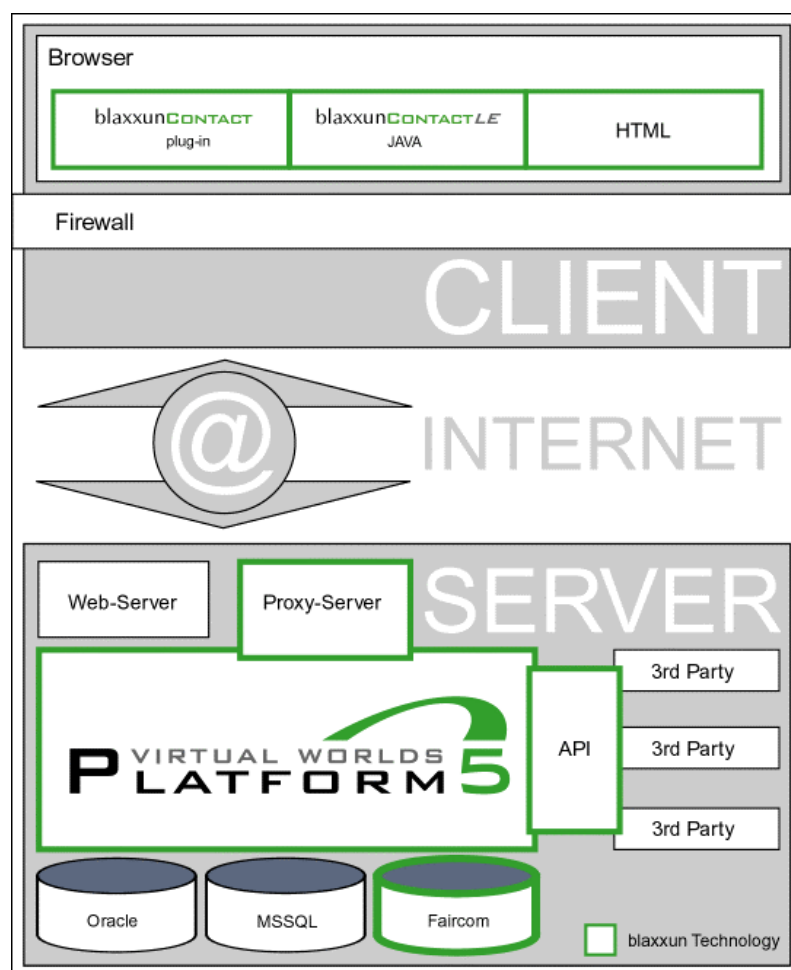
2 The Various User Groups

The Virtual Worlds Platform is a powerful system for the development of interactive internet applications. The users of such interactive services (e.g. Community members) are not the only ones to profit from a user interface customized for their individual interests; on the operation side, there are programmers, designers, and administrators who create, maintain, and improve applications based on the Virtual Worlds Platform.
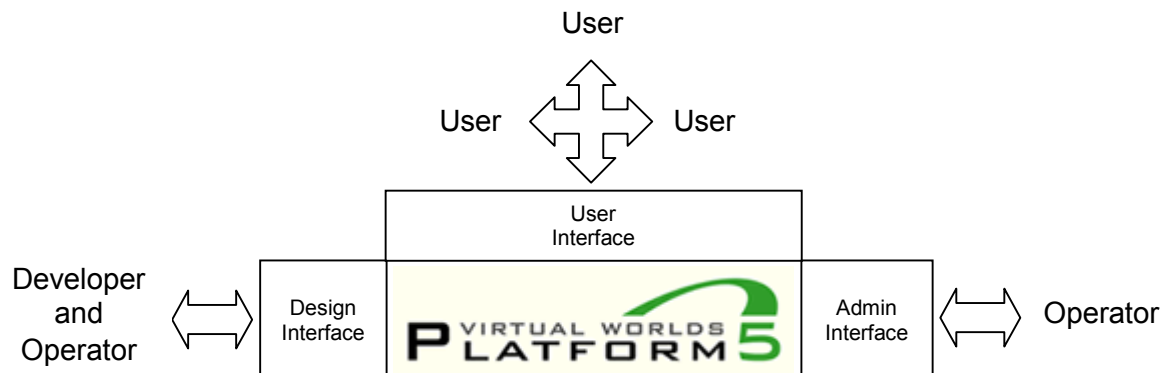
In order to keep operating outlay to a minimum, we've taken special care to ensure clarity, consistency, and usability in the administration and design interfaces (see Administration and Design).

For Programmers, the use of a programming interface is helpful for the Virtual Worlds Platform applications (see Application Programming Interface (API).

The extensive documentation and Help for all operator-side activities are further aids for expedient and cost-effective maintenance (see Help).

3 Virtual Worlds Platform Product Packages

The Virtual Worlds Platform is a modular system that can be delivered in four different packages, according to the customer's needs. Each module contains a varied range of functionality, depending on its intended use:

- *Basic Community*

- *Advanced Community*

- *Basic Virtual World*

- *Advanced Virtual World*

For the operator, the features remain the same regardless of the package used. Only the range of platform features which can be offered to the user changes.

3.1 Basic Community

Basic Community enables the implementation of an application with extensive communications and interactive features. In particular:

- Member Management
- Places
- Profile Management
- Communication - Synchronous
- Communication - Asynchronous
- Shared Applications

3.2 Advanced Community

Advanced Community includes *Basic Community (above)* and, in addition, offers our complete suite of features for text-based applications (HTML, Java):

- *Basic Community*
- Interest Clubs
- Personal Homes
- Objects
- Agents (incl. Agent API)
- Server API

3.3 Basic Virtual World

Basic Virtual World consists of *Basic Community (above)* and the additional possibility of offering these features in a 3D environment:

- *Basic Community*
- 3D Avatars
- 3D Places
- Audio/Video Streaming
- Voice over IP
- Text-to-Speech

3.4 Advanced Virtual World

Advanced Virtual World comprises all packages above but also includes the full performance range of the Virtual Worlds Platform:

- *Advanced Community*
- *Basic Virtual World*

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- 3D Clubs

- 3D Personal Homes

- 3D Objects

- 3D Agents

4 Features

Here you will find a detailed description of the features that the application user has at her/his disposal when the operator takes full advantage of the Virtual Worlds Platform.

4.1 Member Management

Registration

Potential users, customers, business partners, or employees wanting to use a blaxxun communications solution may be granted guest access to the platform, with which they can view content and learn about upcoming events. Guest access is limited to certain content.

Users can register with a self-selected nickname and password. Once registered as such, they can enter the communications platform with their individual identity (see Avatars, 3D Avatars) at any time.

Member Directory

User administration of the Virtual Worlds Platform is represented in the Member Directory and serves as a fast and clear way to find other visitors. All registered usernames with their profiles are stored in a database. One can search for other users alphabetically by name or locate others via their role in the Community (see Roles & Rights).

The Virtual Worlds Platform can also use the user administration of an external system.

Members Online

With this feature users can quickly learn who is online and which places are most frequented (see Places, 3D Places). If users want to contact someone within the community, they can send an Instant Message (see Instant Messaging) or even "beam" to the place where the other user is. Members Online also makes it possible for users to receive automatic notification when a buddy logs on to the communications platform (see Buddy List).

Buddy List

Users can keep a list of community members who are particularly interesting to them (e.g friends, colleagues with whom they often communicate). No long searches, just fast, direct contact with the people important to them. Users are automatically notified via Instant Message when a buddy is trying to contact them.

Accounts

Users may receive any number of accounts from the Community operator. An account of this kind could show a statement of the user's virtual money, cybercash (see Roles & Rights), or be used to display accumulated experience points. Frequent and quality contributions from Community members can thus be rewarded in the framework of an incentive program. In this way, for instance, reaching certain levels of experience can increase one's access privileges (e.g. VIP Lounge). As members gain experience points or virtual money, their status in the Community increases in parallel. This concept strengthens the user's feeling of belonging, which leads to a solid commitment to the community.

Ultimately, an account can be used to display countable information about the user. These kinds of incentive programs are completely customizable and can extend to loyalty or relationship-building accounts of all types.

Roles & Rights

The operator can define user roles and tasks. With these assigned roles, operators can equip users with privileges, special access rights and, when necessary, even administration tools.

The operator can use the roles concept to reduce Community operating costs, allowing users to take over certain Community management functions. Active member involvement in the Community leads to a clear increase in visit duration and user loyalty.

Various access rights to documents and workspaces in a commonly used, web-based project environment or Community of Practice can be assigned using the roles concept of the Virtual Worlds Platform.

Avatars

An avatar is a virtual character that represents the visitor's physical presence in the Virtual World. The avatar can take on any form or appearance, including a photo of the user. Virtual agents and consultants (see Agents) can also be represented by avatars.

3D Avatars

In a three dimensional environment, avatars possess a repertoire of gestures, activated by the user with certain keywords in chat (i.e. the avatar nods if the user types "yes" on the chat line). The result is a basic body language that enriches the visual experience of the Virtual World.

Avatar Studio, an authoring tool for the creation of avatars, is an easy way for a Virtual World visitor to create a unique persona within minutes (see Avatar Studio). In addition to body size and clothing, which can be defined using *Avatar Studio*, the face of a 3D avatar can also be created using a photo of a real person.

4.2 Place Management

Places

A Community or Virtual World can consist of any number of places which can be visited by members and guests alike. Using "places", special themes are easily established and clearly structured. A sort of place hierarchy can be developed which helps visitors narrow down the exact theme they are looking for. In 2D, a place can be a home page, a meeting room, or a place of employment; in 3D a place becomes an immersive experience where users can interact as naturally as they do in the real world (see below).

All places are directly accessible through place lists. Each place can offer a range of information and opportunities for communication. Visitors meet here to chat as well as to take part in activities and events (see Communication – Synchronous, Communication – Asynchronous).

3D Places

When places are modeled in 3D, a breathtaking environment emerges, through which users can move just like in the real world. They can walk through streets and squares, enter buildings, drive a car and even swim in the ocean. During all of these activities, visitors can communicate with others (see Communication – Synchronous).

Interest Clubs

Clubs are special places that serve as meeting points for members with common interests. They can be set up by the Community management or by qualified members (see Roles & Rights). The club operator can decide whether the club should be open to all visitors or restricted to invited guests. In addition, each club offers the possibility to post information about special activities and events.

Members may enrich the club through chat and/or contributions to the message board. The club owner and operator have the appropriate tools at their disposal to manage the club.

Through the club directory, users can join the clubs of their choice; therefore, they are always up-to-date on activities related to their special interests. Clubs can be set up in a clear hierarchical structure according to thematic categories and subcategories.

Learning groups, or Communities of Practice, can also be formed easily using the Club feature.

3D Clubs

In the 3D environment, members can design their clubs as real-life meeting points. Bars, discos and bowling alleys are only a few examples of meeting points that have already been produced in blaxxun Virtual Worlds.

Personal Homes

Each member has the opportunity of setting up her/his individual house. Houses can be arranged in districts and neighborhoods so that members can choose where they

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want to live. A house can serve as the member's personal communication center where friends, family members and acquaintances can have spur-of-the-moment or planned meetings. Many Community members send their houses' web links (URLs) along with personalized e-mails. This has the effect of promoting both individual homes and the Community at the same time!

Homeowners possess every means of administrating their personal homes and also have the possibility of securing special access rights (see Roles & Rights). The houses themselves are easily set up and customized.

3D Personal Homes
Here also, the third dimension opens up completely new creative opportunities for the Virtual World member. A wide range of 3D objects (e.g. furniture, pets) helps the member to express her/his personal identity.

4.3 Profile Management

Member Profile
Upon registration (see Registration), users enter certain personal information. While nickname, e-mail address and a description of interests are all standard, the Virtual World operator has the flexibility of customizing the registration setup. For internal company communications platforms, department, telephone extension and field of expertise are also standard.

Over time, user profiles become richer and more meaningful. Depending on how the virtual Community is configured, the operator can introduce accounts (Members Online).

With this feature users can quickly learn who is online and which places are most frequented (see Places, 3D Places). If users want to contact someone within the community, they can send an Instant Message (see Instant Messaging) or even "beam" to the place where the other user is. Members Online also makes it possible for users to receive automatic notification when a buddy logs on to the communications platform (see Buddy List).

Buddy List
A buddy list is at every member's disposal, which the visitor can use to quickly find out which of her/his friends is online. No long searches, just fast, direct contact with the people important to her/him. Users are automatically notified via Instant Message when a buddy is trying to contact them.

Tracking
Tracking is the gathering and storage of activities performed by communications platform users for assessment purposes. From this data, the administrator can derive where the user has been, how often and how long certain places were visited (see Place Management) and what the visitor did or looked at (see Communication – Synchronous, Communication – Asynchronous, Collaboration). In this way, much can

be learned about the interests and desires of the visitor (e.g. shopping habits and preferences of online shoppers). This information is valuable for efficient and targeted sales and marketing (one-to-one marketing).

Place Profile

Places (see Places, 3D Places) and Clubs (see Interest Clubs, 3D Clubs) can also be set up with a profile. This allows the visitor to quickly find a place of special interest.

The online shop operator can, with the help of this feature, collect information about available products. The operator simply assigns a place to the product and offers the member the opportunity to interact with it (e.g. product rating, see Voting).

In this way, topics can be intuitively arranged for experts in a Knowledge Community, making information easy to get at for everyone involved.

Statistics

The Virtual Worlds Platform gives the administrator tools that support statistical analysis and the preparation of collected information (see Tracking). With a clear HTML interface, tables and graphics can be generated quickly, providing, for example, the number of visitors and/or the average visit duration or page impressions per place (see Place Management).

4.4 Communication – Synchronous

Chat

Visitors communicate with one another in chat simply and quickly via keystroke. Depending on the application and particular situation, blaxxun technology enables various forms of chat: public, private, and whisper. In addition, visitors may choose whether they want to take part in a chat via HTML, Java applet, or 3D plug-in, and whether they want to participate in a three-dimensional environment. No matter which chat mode individual visitors choose—HTML, Java, 3D Java or 3D plug-in—they are all able to communicate with one another.

Public chat enables the chatter to speak to and hear all other chatters who are present in the same environment (see Place Management). The user can also initiate a private chat which cannot be followed by other chatters. In the private chat mode, online tours and call-center consultation can be carried out. In the whisper chat mode, users can conduct private conversations quickly and unobserved.

With the client component blaxxunContact, the chatter can hold several chat lines open at the same time (e.g. the public chat and two private chats).

For public chats a comprehensive chat log can be made available for later use/consultation. The "Bad Word Filter" recognizes and filters out/encrypts inappropriate chat entries.

Moderated Chat

Moderated chat makes it possible to efficiently carry out large Community events (e.g. chat with a celebrity, an expert, or an authority figure). A pre-assigned moderator can filter all chat contributions and can reject, modify, or allow them. Certain users, the expert for example, can be assigned privileges by the moderator so that their contributions are always allowed. Other users can be muted altogether.

Scene Splitting

Scene splitting is a helpful feature for managing large chat events. In fact, without this feature, "Chatting with the Stars" would not even be possible.

Scene splitting allows the communications platform operator to define the maximum number of chatters per scene. When this number is reached (e.g. 50), a new instance of the scene is automatically opened for the 51st chatter who wants to enter this scene. The same will be true for the 101st chatter, and so on. During this type of moderated chat, each user can both communicate with the other forty-nine chatters in her/his scene "incarnation" and chat simultaneously with the star on the stage.

Chat Translator[1]

This feature allows all chatters to write and read entries in their own language. Users simply enter in their profiles in which language they would like to communicate. The automatic chat translator then translates entries when needed or desired. Available for English, German and French.

Text-to-Speech[2]

With text-to-speech technology, the typed chat log is spoken aloud via a synthetic, electronic voice. This has the advantage of not forcing users to continuously watch the chat lines in the chat window. Agents can also use text-to-speech output (see Agents).

Text-to-speech is available with the client component blaxxunContact.

Voice-over-IP

Voice-over-IP (Internet Protocol) – sometimes referred to as Internet Telephony – allows natural speech communication over the Internet. Speakers (or headphones), a sound card and microphone are required.

Voice over IP is available with the client component blaxxunContact.

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[1] This feature can be integrated and distributed with the module Basic Community of the Virtual Worlds Platform; it will, however, be billed separately.

[2] This feature can be integrated and distributed with the module Basic Virtual World; it will, however, be billed separately.

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4.5 Communication – Asynchronous

Message Board
The message board is a tried and true, classic variant of asynchronous communication. Members can read or write entries on any number of threaded message boards. They can sort entries by subject, author, date, number of responses or number of reader hits. Responses to entries can also be arranged in a hierarchical structure. In addition, the message board contributor can enrich her/his text with hyperlinks, bold type, and italics, for example.

Message board entries can also be generated and read via WAP mobile telephones.

Calendar
On the calendar each entry is given an exact time and date. In this way, special events and/or time-sensitive activities (e.g. Expert Chat) can be announced to the users of the communications platform.

The calendar is also WAP write/read accessible.

Voting
This feature promotes user involvement while enabling the monitoring of the Community mood in many ways. A few scenarios may include mayoral elections, product rating in an online shop, or a sophisticated survey via the Internet. The information obtained can, in turn, be used to enrich member profiles (see Profile Management).

Rating and voting can be either public or private. The results can even be posted immediately upon the conclusion of the vote.

Voting may also be carried out via a WAP end device. Users may even cast votes or participate in surveys using their mobile telephones.

Instant Messaging
Users of the Virtual Worlds Platform can use an internal mail system to send messages to other users online without having to be in the same place. This is comparable to a pager used to send short messages to friends.

Contact Center
The Contact Center is an uncomplicated call center designed for use over the Internet. The website visitor can ask questions (e.g. about products) via chat. These questions are then distributed to contact center staff to be answered. This process ensures personal and efficient online service.

E-mail Notification
Communications platform users receive messages at their e-mail addresses outside the community when certain events occur within the community. In this way, users remain up-to-date about community life even when they are not online.

With the feature "e-mail Notification," a user can, for example, receive an e-mail when someone posts something on the message board in her/his Personal Home; or all the members of a club might receive an e-mail when someone posts a message on the club message board.

Users may decide either to receive individual e-mails each time an event occurs or to receive the accumulated messages once per day.

Audio/Video Streaming

Audio or video information can be integrated and played in an application based on the Virtual Worlds Platform without problem. The platform supports standard formats and players, like Windows Media Player, RealPlayer, Quicktime. The integration of video streaming is especially impressive in a Virtual World, in that the film can actually be displayed on a movie screen. Audio/Video Streaming is available with the client component blaxxunContact.

4.6 Collaboration

Objects

Objects can be used in numerous application scenarios. With these objects, ownership, property, and trade become possible on a communications platform. Objects can take the form of pictures, virtual money, or even documents.

These objects are administered by the Virtual Worlds Platform and are therefore protected against copying or theft.

From the community perspective, a social infrastructure can be established with trade, property and the entire Community experience. For the field of Entertainment, blaxxun technology can be used to produce interactive online games. For E-Commerce, these features can be used for advertising or promotions in the form of coupons.

The "backpack" serves as the user's receptacle for all movable property (see Objects, 3D Objects). These are objects (pictures, texts, videos, documents, etc) assigned to a member but not yet dropped or placed in a particular area.

3D Objects

In a three-dimensional environment, object properties play a special role. If the owner of an object changes the status of the object, say, the position of a coffee cup on a table, this change is immediately visible to all members present.

The member uses 3D objects to custom design and decorate her/his house.

The backpack can also hold 3D objects for the interior design (paintings, collectibles, furniture, etc). These objects could be purchased at a "flea market" where members can gather to buy, sell and trade.

Shared Applications

Shared and common use of certain features and applications is vital to the Community experience as well as to effective working relationships.

For consulting and service on the Internet, it is practical that certain content like HTML pages and 3D product visualizations can be viewed and worked on by several people at once. Complex products and/or product operation can be explained visually and easily using a pointer seen by all present. In an online shop the visitor can enjoy a shopping tour with friends or a guided tour with a consultant. Also, new visitors can take their first steps in the Virtual World with the help of a more experienced member.

4.7 Agents

Agents are artificial, pre-programmed chat participants who answer when keywords are entered or who react to specific events in the environment.

Agents can take on many communications functions automatically, like answering customers' sales questions or questions during an online tour. Thus, agents can greet visitors upon entering a place or encourage them to begin a dialog by asking questions.

blaxxun offers text-based agents with the Virtual Worlds Platform. AIML agent technology (artificial intelligence markup language, an XML-based descriptive language for chat robots) or agent systems from 3rd party providers can also be integrated.

3D Agents

In a three-dimensional environment agents can be displayed as 3D avatars with physical gestures that correspond to their speech. An agent can serve as a Community host or may even stand behind the bar in a club.

Because agents can literally take users by the hand and guide them through the 3D world, guided tours are an excellent use for agents.

5 Application Programming Interface (API)

An important aspect of the Virtual Worlds Platform is its very flexible and expandable architecture. Our Application Programming Interface gives the developer a comprehensive system for adapting and expanding the capabilities of the Virtual Worlds Platform.

5.1 Server API

The Server API is the basis for all functional enhancements to the server component of the Virtual Worlds Platform. The definition of user attributes and the connection to an external user management system are equally as possible as integration with other external systems, like databases, shopping systems and advertising servers.

5.2 Client API

The Client API is the basis for all functional enhancements to blaxxunContact. With this API it is possible to integrate Java applets for game generation, screen updates and

audio/video components, as well as to optimally adapt blaxxun client-modified 3D environments.

5.3 Agent API

The Agent API offers access to agent scripting from blaxxun. This allows the application developers to link thirty pre-defined agent actions with twenty various system events. New events and reactions can also be defined. Via the Agent API, the blaxxun agent can be integrated with complementary 3rd party AI technologies as well as with knowledge-based systems.

6 Operator Interface

In addition to the online user features described in detail above, it is also important for the operator to be able to work with and rely upon easy and efficient interfaces for administration and design of an application based on the Virtual Worlds Platform.

6.1 Administration

The Virtual Worlds Platform has an intuitive, HTML-based administration interface with the following features:

- Remote configuration and administration of platform server components.
- Starting and stopping of all server processes, as well as dynamic modification of configuration information.
- Monitoring and statistics about use of server and network load (see Statistics).
- Backup of data; also possible during operation.
- Administration of places, clubs, accounts, roles and rights.
- Administration of users and their attributes, like watch, remove, mute.
- Administration of profiles and log files (see Profile Management).
- Administration of synchronous and asynchronous communications features.
- Administration of objects (see Objects, 3D Objects).
- Administration and programming of agents (see Agents).

6.2 Design

The Virtual Worlds Platform has an intuitive, HTML-based design interface with the features below.

In this developing environment the designer uses an integrated template editor with a wide array of possibilities:

- Adaptation of the accompanying standard templates if desired or needed.
- Administration and programming of all dialogs visible to the user: from registration, to public places, to all points of interaction and communication.

● Administration of the avatar library in which the operator can offer a range of ready-made avatars.

A "preview" function allows the designer to quickly view changes before these are integrated into the application.

6.3 Help

Operators have extensive documentation of all administration and design functions at their- disposal (HTML and PDF). Every aspect of the Virtual Worlds Platform is described in detail and even partly furnished with examples of code.

Furthermore, the sample application, which blaxxun delivers with the Virtual Worlds Platform, contains an extensive Help feature for the user.

7 Authoring Tools

To create a three-dimensional Virtual World, tools are needed which can generate a 3D environment and 3D objects in VRML format. The Virtual Worlds Platform ensures that this environment can be entered and explored, that such objects can be traded and used, and that all opportunities for communication in the Community are available in a visually attractive space.

In addition to the Virtual Worlds Platform, blaxxun offers two very easy-to-use authoring tools: Place Builder and Avatar Studio.

7.1 Place Builder

Place Builder is a program for the easy generation of 3D environments. In just a few steps, rooms and places can be created and textured. Three-dimensional objects can be imported from VRML object libraries with Place Builder and then placed in the newly created environment.

The rooms created with Place Builder can be integrated into the Virtual World and are then accessible and usable via the Virtual Worlds Platform.

To create 3D models with advanced special effects, a more powerful tool is needed. Keep in mind during the design process, however, that the export format must support VRML.

Many of blaxxun's customers have been quite satisfied with 3D Studio Max for the creation of 3D environments.

7.2 Avatar Studio

With Avatar Studio, animated 3D avatars can be created for use in any Virtual World based on blaxxun technology.

Via a simple, intuitive and attractive interface, avatars can be designed with an almost infinite range of body sizes, individual proportions, skin, hair and eye color.

Once the avatar's basic properties are determined, she/he can be dressed from a large wardrobe and furnished with an extensive selection of accessories, like sunglasses or a handbag.

A popular function of Avatar Studio is the "animations editor," a tool for creating gestures and movements which are then assigned to certain keywords. When "hello" is entered on the chat line, for example, the avatar waves hello with her/his right hand.

As Avatar Studio is delivered with the Virtual Worlds Platform, the operator has easy access to a gallery of ready-made avatars for the members of the Community or Virtual World. It is also possible to provide Avatar Studio directly to the members themselves, who would then be able to create their own avatars. In this case, multiple licenses for Avatar Studio would be required.

8 System Requirements

The following are minimum requirements for the smooth operation of applications based on the Virtual Worlds Platform.

8.1 Server

The Virtual Worlds Platform is reliable and economical in terms of hardware resources. Communications solutions based on the Virtual Worlds Platform are therefore highly scalable without the need for a special or expensive infrastructure.

The system requirements for the server are for the operator side of the Community or Virtual World.

	Virtual Worlds Platform	
Operating Systems	Windows NT 4.0/2000 Linux 2.2	Solaris 2.6 SunOS 5.6
CPU	Pentium III (500 MHz)	Sparc
RAM	512 MB	

Basic installation of the Virtual Worlds Platform requires approximately 150 MB memory. For operation, more memory for log files (from Community Server and web server) and database (for user administration) must be calculated. Experience has shown the importance of two rules of thumb:

- With a Community of 1,000 concurrent users, one must anticipate up to 500 MB log files per day. These log files are stored for a maximum of one week.
- With a Community of 100,000 registered members, the database for user administration requires about 1 GB memory.

The Virtual Worlds Platform can be installed on the same machine as the Web Server. However, excellent scalability of the Platform also allows the operation of separate processes on separate computers, which can lead to a significant increase in performance depending on the type of utilization and frequency of access.

8.2 Client

This section describes the requirements on the client side for participation in a blaxxun-powered Virtual World. The operator can determine what kind of access should be provided to the user. All blaxxun client components are integrated with the standard browsers MS Internet Explorer and Netscape Navigator.

Except for blaxxun Contact, no local installation is necessary for any client.

HTML Client

Communication with the Virtual Worlds Platform is handled through the standard HTTP protocol. On the client side, neither download nor local installation is necessary, and the system requirements are automatically fulfilled by a standard browser.

	HTML
Operating Systems	Windows 95/98/2000/NT/ME Linux MacOS 8.0
Supported Browser	MS Internet Explorer 4.0 Netscape Navigator 4.0
CPU	Pentium II
RAM	16 MB

blaxxun Contact LE

blaxxun Contact LE is a Java applet that enables not only chat but also 3D content viewing. With this "universal" applet, users can enjoy all 2D/3D features regardless of their operating system.

	blaxxun Contact LE[1]
Operating Systems	Windows 95/98/2000/NT Linux MacOS 8.0
Supported Browser	MS Internet Explorer 5.0 Netscape Navigator 4.0
CPU	Pentium II
RAM	32 MB

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[1] Operating system and browser must support Java 1.1.5.

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blaxxun Contact

blaxxun Contact enables the highest quality and quantity in the presentation of 3D content and communication. blaxxun Contact is a plug-in and is installed locally on the client's server hard drive. Download: 1.4 MB.

	blaxxun Contact
Operating Systems	Windows 95/98/2000/NT/ME
Supported Browser	MS Internet Explorer 4.0 Netscape Navigator 4.0
CPU	Pentium II (400 MHz) with 3D Graphic Card (8 MB)
RAM	32 MB

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