

NEWS RELEASE



TRAVELLER AR

Traveller AR brings Augmented Reality to iPad and iTouch as well as iPhone

The highly anticipated iPhone MMORPG Space Game is also headed to iPad and iTouch; moves into closed beta.

AUSTIN, TX – May 17, 2011 – IngZ, Inc., an Austin-based mobile software development company, announced today at the [Augmented Reality Event](#) (ARE) that Traveller AR, a massively multiplayer online (MMO) role-playing game (RPG) for the iPhone will also be headed to iPad and iTouch. The location-aware space fantasy game is now in closed beta with limited slots available by application at: <http://www.traveller-ar.com/signup-for-beta/>. Traveller AR will launch this summer 2011 and features AR Augmented Reality by creating an immersive and interactive experience real world locations and objects. The game features the ability to enjoy AR space based combat above players actual home cities in a cohesive location-aware environment.

Traveller AR is one of a new type of game that is pioneering the next wave of mobile gaming. Unlike other AR games, Traveller AR is also an MMORPG that lets players interact with each other in virtual reality (VR) or in Augmented Reality (AR). The extensive Traveller universe is being overlaid on top of real cities throughout the world such as Austin, San Francisco, London, Moscow, and many more.

Traveller AR borrows from nearly 35 years of science fiction history as it is based on the classic pen-and-paper role-playing game Traveller. Traveller was created in 1976 by Marc Miller, who is intimately involved in the Traveller AR project.

“We are super excited that Traveller AR will launch on iPad and iTouch alongside the iPhone version,” said ingZ CEO [Tony Howlett](#). “I’ve had my iPad 2 for a few months now and playing Traveller AR on it is even more immersive than on iPhone.” Howlett continued, “Our initial “i-Device” release strategy fits our goal of making our game available on as many mobile devices as possible, not just phones. It allows us to reach an initial market of over 160 million devices worldwide. We’ve just started rolling out our closed beta of the game to people on our beta list, and are looking forward to our open beta very soon.”

Traveller AR Benefits:

- Become instantly immersed in the beautiful and deadly augmented reality of deep space.
- Explore a galaxy's worth of depth achieving new ranks, trophies, and levels for you and your ship.
- Engage in exciting PvP or PvE battles or simply explore and trade for infinite replay-ability.

Traveller AR Key Features:

- Portal-View Technology™ lets you *Augment the Reality* around you, just as if you were looking out the portal of a real space-ship.
- HexMode™ lets you zoom out and engage in tactical combat, trading, and exploration, just like the Original Traveller Pen and Paper RPG.
- The Nav-Wheel™ interface lets you play tactically and intuitively without getting in the way of the action.

Availability:

Traveler AR will be available on the iPhone, iPad, and iTouch in summer of 2011.

About ingZ:

IngZ, Inc. is a mobile software development company that was founded to help smartphone users share knowledge and experiences with each other. Based in Austin, Texas, ingZ makes some of the world's deepest and most engrossing smartphone applications. Other ingZ apps include [touringZ](#) and [Tour Guide Tool](#). For more information please visit www.ingz-inc.com.

Contact for ingZ, Inc:

Harlan Beverly

hbeverly@ingz-inc.com

About Far Future Enterprises

Far Future Enterprises is a game design company established to create, publish, and license the Traveller science-fiction role-playing game. Based in Bloomington, Illinois, Far Future Enterprises features the works of Adventure Gaming Hall of Fame designer Marc Miller.

Contact for Far Future Enterprises:

Marc Miller

farfuture@farfuture.net

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