



P H O E N I X S E Q U E N C E

MISSION STATEMENT

Phoenix Sequence - exploring the limits of imagination is designing the future through innovative and ingenious solutions in cyber-security, applied mechanics and defensive systems.

Phase I – EVENT an interactive virtual reality platform designed for the purpose of revitalizing the cyber security industry. On a daily basis we are reminded that we are losing the war against cyber-attacks and that cyber terrorism is on the rise. Malicious individuals using nothing more than a few key strokes are stealing and threatening your way of life. According to an alarming new report last year - computer hackers infiltrated and exposed the personal information of 110 million Americans – nearly half of the U.S. adult population – that’s nearly every other person you know. This is a battle we are losing – until now.

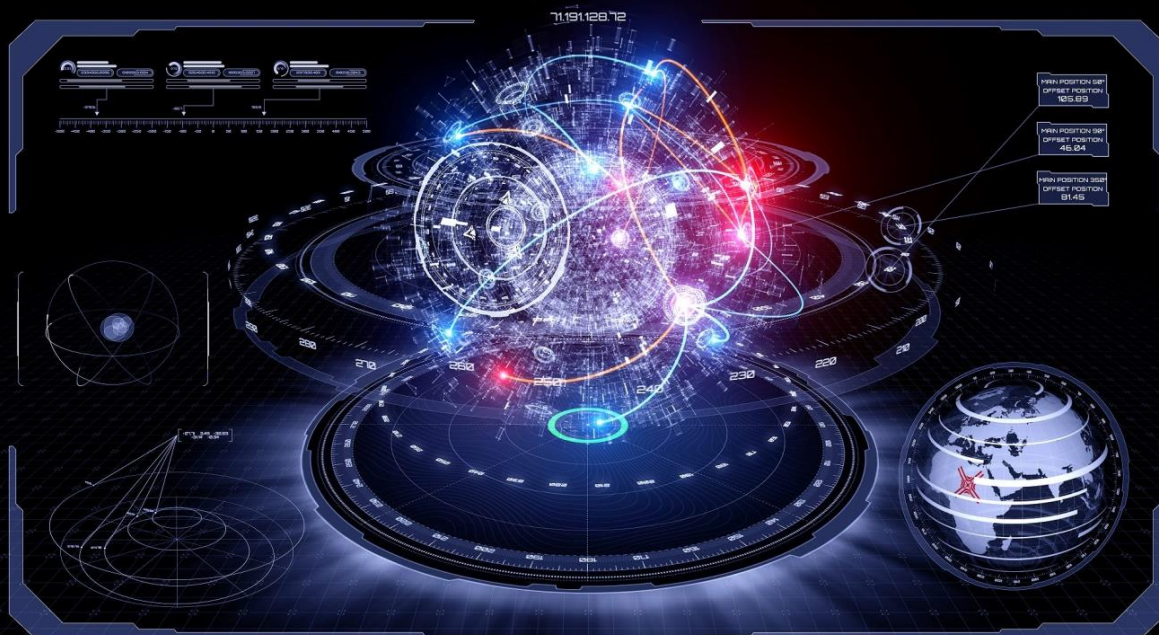
EVENT is the world’s first non-fiction video game incorporating a state of the art Artificial Intelligence designed solely for the purpose of protecting you in the ongoing cyber warfare. It is a concept that is as paradoxical in thought as it is cutting edge.



The biggest problem with cyber-attacks is that most individuals aren't skilled in identifying them let alone possessing the tools needed in defending themselves against them. This is a weakness that would be hackers have and will always count on as they continue their clandestine crimes against us. When one considers that there are millions of zombie pc's in the United States alone (computers that are unknowingly infected and slaved to hackers afar who remotely control them for malicious intent) it becomes a frightening realization that most pc's worldwide are potential backdoors programmed to do immeasurable harm. It is only a matter of time before hackers do something that will have dire even life threatening consequences. They attack and easily breakthrough our firewalls/routers while we continue to live in a false sense of security and like anything that fails to evolve – these devices are destined to go extinct along with your continued safety. It is time for a new way of defending ourselves, one that enlists the public's help while giving the public the means to help, tapping into a basic instinctual nature which lies within us all – simple game play.

EVENT is a profound system and the first of its kind. It is self-learning, adaptable, easy to use and most of all fun. At the heart of its patent pending system is its game interface allowing users to visualize cyber-attacks against their networks as they are occurring in real-time in a 3D virtual gaming environment. To aid in its defense, EVENT incorporates a cutting edge Artificial Intelligence which is uniquely designed to assist and protect its users, both private and corporate, against cyber threats creating a state of the art cyber-defense system. EVENT is designed to be played on all different platforms. - Sony's PlayStation, Microsoft's XBOX , PC's and Mac's alike to name a few ensuring an all-encompassing security blanket.

Using the tools of the game you can now visualize and easily defend your networks, investigate who and what is attacking you in real time and see whether any device on your network has been compromised and giving you the means to take action. No more sifting through tedious logs or two dimensional graphs that are hard to interpret. Instead immerse yourself in EVENT's incredible 3D virtual environment and explore a new way of cyber defending yourself. No more worrying about giving control to systems that are totally autonomous and out of your control. EVENT is a symbiosis of man and machine. Taking the best of both creating the next generation and quantum leap in cyber security.



Although EVENT is fun to interact with - no one can watch their network 24/7 but not to worry this is what EVENT was designed for - where it excels.

EVENT is a living system designed not only to defend you against cyber threats but to seek them out and eradicate them when you are unavailable. EVENT's Artificial Intelligence is a self-healing and learning architecture. When one of its routers is attacked an auto immune response is triggered and the local A.I. within the EVENT Router becomes active protecting its user from any threat presented and then sharing that fix with its other EVENT Router brother and sister units in the EVENT Global Network. In the event a unit is unable to circumvent a threat that EVENT Router signals help from the third and final part of the system - EVENT Command, the hub and heart of the EVENT System. EVENT's main Artificial Intelligence resides here powered by EVENT's massive supercomputer. Using its unique and powerful algorithms it quickly destroys any threat and then sends out inoculations to the offended EVENT Router to be patched and safe guarded but it doesn't stop there. To protect all users globally every EVENT Router in the EVENT Network again is then patched ensuring a constant securing system overall. A hacker gets only one chance the break into EVENT's network before all the locks are changed blocking that form of attack forever globally. As an added feature users are allowed to group to other EVENT Routers that they are given access to within the EVENT Global Network. Now from the comfort of their homes or offices users are able to fly over within the game to watch over the networks of friends, colleagues or colocations providing an extra layer of security.

Companies and organizations have an extra benefit from EVENT. Along with our corporate version of our EVENT Router, EVENT will mobilize the first civil cyber defense. Along with the benefits previously mentioned companies and organizations will have human sentries assigned to them who will patrol within the virtual gaming environment monitoring these networks in the EVENT virtual realm providing an added layer of security. Our philosophy is this - a safe network for everyone is by extension a safer world for all. EVENT's security and the world are assured because it is constantly monitored by an entire network of individuals who have an equal stake in the system making corruption an impossibility.

We live in a growing epidemic where persons of ill intent using nothing more than a keyboard are ruining much of our lives and infrastructure. EVENT is the cure and the game changer to circumvent it all.