

WORLDS INC. ANNOUNCES "WORLDS CHAT".

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SAN FRANCISCO, Calif.--(BUSINESS WIRE)--April 25, 1995--Worlds, Inc. (formerly Knowledge Adventure Worlds) today announced the availability of Worlds Chat, the first on-line 3-D chat environment for the PC. Through Worlds Chat users move beyond the text and icon-based interface of traditional chat to a more immersive level of on-line communication.

Beginning today, Internet users can download Worlds Chat from Worlds' web page (<http://www.kaworlds.com>). Worlds Chat users are represented by 3-D body icons called Digital Actors(TM). Choices for representation include people, chess pieces, cartoon characters and fish. Users look through the eyes of their own digital actor as they move freely through space using the mouse or arrow keys to meet and chat with others. For an introductory period, download and use of the software is free.

"Worlds Chat is exciting; it's the first product to fulfill our vision of social computing," said David Gobel, president of Worlds Inc. "It allows people to connect with other people--this shared experience is important to everything Worlds Inc. creates, it's the basis of social computing."

Worlds Chat is set in a graphically rich space station, instead of a flat surface. Panoramic views of the starscape, working escalators, and windows with a surprising depth of perspective add touches of realism to a beautiful virtual environment. The space station metaphor of this 'world' provides greater visual interest. Users leave the hub to walk in space and look down at earth, all while sharing the experience with other people.

"Chat rooms have been immensely popular in the on-line community, but have never before shown the level of personal identity that Worlds Chat offers," continued Gobel. "We're interested in learning what users think of this new way to communicate. People are an important part of the 'content' Worlds provides, and we want their participation in the continuing evolution of our product line. Users are no longer interacting with their computer, but through their computer."

Worlds Chat is among the first steps Worlds Inc. will take to showcase their innovative technology. Upcoming releases include a physiology and anatomy teaching tool, the Internet Worlds Fair(TM), and other products slated for announcement in the near future.

Worlds Inc. produces shared 3-D virtual environments for entertainment and business applications. A spin-off of leading multimedia software developer Knowledge Adventure, Inc., Worlds mission is to offer people compelling shared VR experiences. A radical leap from menu-driven, icon-based interfaces, Worlds' ground breaking technology connects 3-D interactive environments over regular phone lines today. Hardware requirements are a 9600 baud modem or better and a 486 PC or better. Macintosh availability will follow later this Spring.

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