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FOR IMMEDIATE RELEASE

CCG Workshop licenses Portable Adventures from Third World Games, Inc.

Hanover, MD - August 5, 2003 - CCG Workshop has licensed the Portable Adventures line of non-collectable card games from Third World Games, Inc. for online play. Shown to the public as a "Sneak Preview" at GenCon Indy (and available in August 2003), each 60-card deck uses the Portable Adventures game system, but features a different genre and game style.

The first release of Portable Adventures feature two decks: Lair of the Rat King and 8th Grade. Lair of the Rat King allows players to hunt down Ratlings and their minions in search of gold, gems and other treasures. 8th Grade features two different homerooms in a modern junior high; characters goof off in class while winning a Science Fair and their attending Junior Prom but avoiding being Grounded by their parents!

Each game features characters, items, events, and adventures; players need a certain number of adventure points to win the game. Dan Smith, Origins Award nominated designer for Battle of the Bands is the creator of Portable Adventures. He comments, "The unique strengths of the Portable Adventures line is the combination of different decks within the game system; players can play the decks separately or they can shuffle all their cards together and get a wild new game!"

Ed Mittelstedt, Owner of CCG Workshop says, "We are thrilled to adapt Portable Adventures for online play. Ever since being introduced to Dan Smith's games, I've been a big fan of his system. I can't wait to bring the multi-genre system of Portable Adventures online and expose it to CCG Workshop's international community!"

Michael Nickoloff, Chief Operating Officer of Third World Games says, "We are happy see our published games flourish and be supported by a great community at CCG Workshop. I am confident that fans of the game will be pleased to be able to play Portable Adventures anytime and with people across the world."

About Third World Games, Inc.

Third World Games, Inc., is a Southern California-based manufacturer and publisher of traditional and collectable card games in the hobby-game industry. Founded by Frank Bustamante and Michael Nickoloff, Third World Games releases innovative and entertaining card games that attract varied audiences. Products include Battle of the Bands, the Testimony of Jacob Hollow, Portable Adventures and Firestorm that have received 5 Origins Awards Nominations in various categories between them. For additional information, visit www.thirdworldgames.com.



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About CCG Workshop

CCG Workshop is a company that hosts online play of strategy games. It was started in 2001 by Ed Mittelstedt with a mission to adapt orphaned collectible card games for online play, but has since grown to host all forms of strategy games. CCG Workshop is an online community, a culture that shares the love of strategy gaming. CCG Workshop's core technology is the gatlingEngine, a Win32 application used to play strategy games over the Internet. CCG Workshop also created the gatlingDevKit. With it, a prospective game designer can create an online strategy game that can be instantly playable on the gatlingEngine.

Portable Adventures brings the total licensed games for CCG Workshop to six. In addition to upcoming licensed games, CCG Workshop has over twenty games available for online play, with more added every week! For additional information, visit www.CCGWorkshop.com