



The OGame Network

by Gamers.
for Gamers.

www.ogaming.com

City of Heroes | COH.ogaming.com

Everquest | EQ.ogaming.com

Everquest 2 | EQ2.ogaming.com

Final Fantasy XI | FFXI.ogaming.com

Guild Wars | GuildWars.ogaming.com

Lineage 2 | Lineage2.ogaming.com

Matrix Online | Matrix.ogaming.com

Lord of the Rings | LOTR.ogaming.com

Ragnarok Online | Ragnarok.ogaming.com

Star Trek Online | STO.ogaming.com

Star Wars Galaxies | SWG.ogaming.com

Tabula Rasa | TR.ogaming.com

Vanguard | Vanguard.ogaming.com

World of Warcraft | WoW.ogaming.com

Thottbot | www.thottbot.com

Online Gaming Radio | OGR.ogaming.com

Guild Services | Guilds.ogaming.com

Ad Specifications

as of June 2005

General Specifications:

Maximum file size: 20K (standard) - All sites
30K (FLASH) - All sites except Thottbot

Image types accepted: GIF, JPEG, FLASH

Animation allowed: YES

Animation time: 15-second limit

Audio allowed: NO

Standard Specifications:

- HTML code cannot exceed 3K
- 2 images maximum, total file size cannot exceed 20K
- Client-side imagemaps are acceptable and must be provided by the client
- CGIs referenced in the HTML code must be active at the time of ad submission for validation and testing, and able to handle the traffic load
- Animation – looping/flashing can continue upon loading for a period of 15 seconds maximum
- Linking URLs must be domain name based and cannot be the IP address
- Unique tracking codes within referral URLs are accepted
- All Flash ads must be accompanied by a static GIF/JPEG version of the same ad
- All ads must be validated and tested before they are scheduled on the network
- All ads must be submitted five days before the scheduled start date

Unit Sizes:

North Banner: Width = 468 Height = 60

Skyscraper: Width = 120 Height = 600