



This is LIFE as he knows it. Marcelo's Story



For a long time, Marcelo was afraid to leave the house. He would shut down because he couldn't see what was going on, and the voices that surrounded him were overwhelming.

Diagnosed with the rare brain cancer Medulablastoma, Marcelo was rendered blind when he was just 7 years old. The cancer also impaired his motor skills on the left side of his body.

Now 12, Marcelo is learning to see the world again — this time with his hands.

Learn more about Marcelo and the incredible stories of other Starlight children in our new 2010 annual report (April 1, 2009 – March 31, 2010) entitled [Life As They Know It](#).

In partnership with photojournalist Marissa Roth, Starlight has captured a powerful group of photo essays that illustrate the journey of hope and pain that families experience when the crisis of childhood illness strikes. We are proud to unveil the first three of these emotionally charged essays as part of this annual report, as well as to recognize the many generous individuals and organizations whose gifts of time, goods, services and financial resources have helped families like these find renewed strength, optimism and resilience.

Check out [Life As They Know It](#) to better understand what life is like for Starlight families, see how Starlight is making a difference, and appreciate more than ever how organizations and individuals like you are helping us brighten their lives, a little each day.



Bring Starlight Into Your Gaming Life

WINtA

Nonprofit videogame publisher OneBigGame has just released the free-to-play music app [WINTA](#) for iPhone and iPod touch devices worldwide. *Winta* provides players with a fun and natural way to tap along to one's favorite songs while creating unique and addictive challenges at the same time.



The game showcases the development talents of Dutch iPhone app specialist Triangle Studios and was designed by Masaya Matsuura, who is creator of the famous *PaRappa the Rapper* series, widely recognized as the father of the music game genre, and who also donated a music track for the game.

Additional music tracks will be available through In App Purchase, and OneBigGame will donate at least 10 percent of the purchase price of each track sold, split 50/50 between Save the Children and Starlight.

WINTA is available now at the [iTunes App Store](#).

Mabinogi



[Mabinogi](#), the multiplayer online fantasy game published by Nexon America, will be raising funds for Starlight through a year-long sale of an in-game item called the *Starlight Scepter* as well as through sales of the *Mabinogi* soundtrack.

Now available in the *Mabinogi* item shop, 50 percent of the purchase price of each *Starlight Scepter* — a silver-colored, decorative wand with a rainbow glow effect — will be donated to Starlight. Nexon will also donate 100 percent of its proceeds from the sale of the *Mabinogi* soundtrack on iTunes to Starlight. For every \$0.99 download on iTunes, Starlight will receive \$0.35. Get the *Mabinogi* soundtrack [here](#).

"Our players have shown great heart and spirit, and I expect that they will embrace Starlight's mission without hesitation," said Charles Park, Nexon America's producer of *Mabinogi*. "It is important to our players, the game and to our company that we reach outside our business and support those in need. Starlight is a great cause, and we are humbled to be able to help."

For more information, visit www.mabinogi.nexon.net.



Major League Soccer (MLS) Rolls in the 2010 MLS Cup Trophy and a Starlight Fun Center By Its Side

As part of the festivities surrounding the arrival of the MLS Cup trophy in Toronto, MLS W.O.R.K.S., Major League Soccer's community outreach initiative, along with Dwayne De Rosario and Jon Conway of Toronto FC and former MLS player Geoff Aunger, joined Starlight for the dedication of a *Fun Center* mobile entertainment unit at The Hospital for Sick Children.

The *Fun Center's* unveiling was attended by more than 20 SickKid's patients, who joined the players afterwards for autographs, arts and crafts and the opportunity to have their photos taken with the Philip F. Anschutz championship trophy.

Additionally, MLS W.O.R.K.S. provided Starlight Canada with tickets to the MLS Cup Finals for several families to attend a *Great Escapes* family event that weekend.

Equipped with a Sharp AQUOS™ LCD television, DVD player, and Nintendo Wii™ gaming system, Starlight [Fun Centers](#) provide endless hours of fun and distraction for hospitalized children nervously awaiting surgery, sitting restlessly during a long treatment, or feeling lonely in their hospital room. To date, more than 7,000 *Fun Centers* have been sponsored by companies, foundations and individuals and are being enjoyed at hospitals across North America.



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