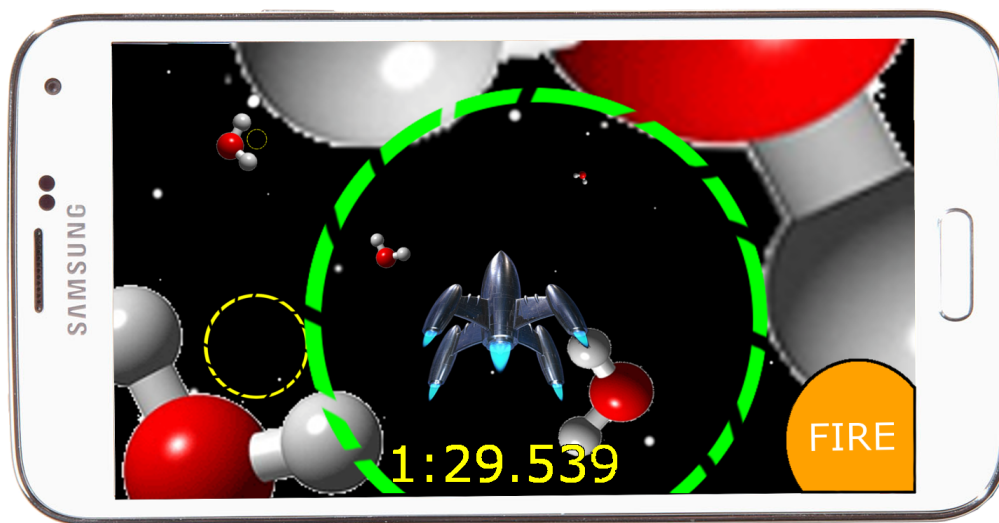
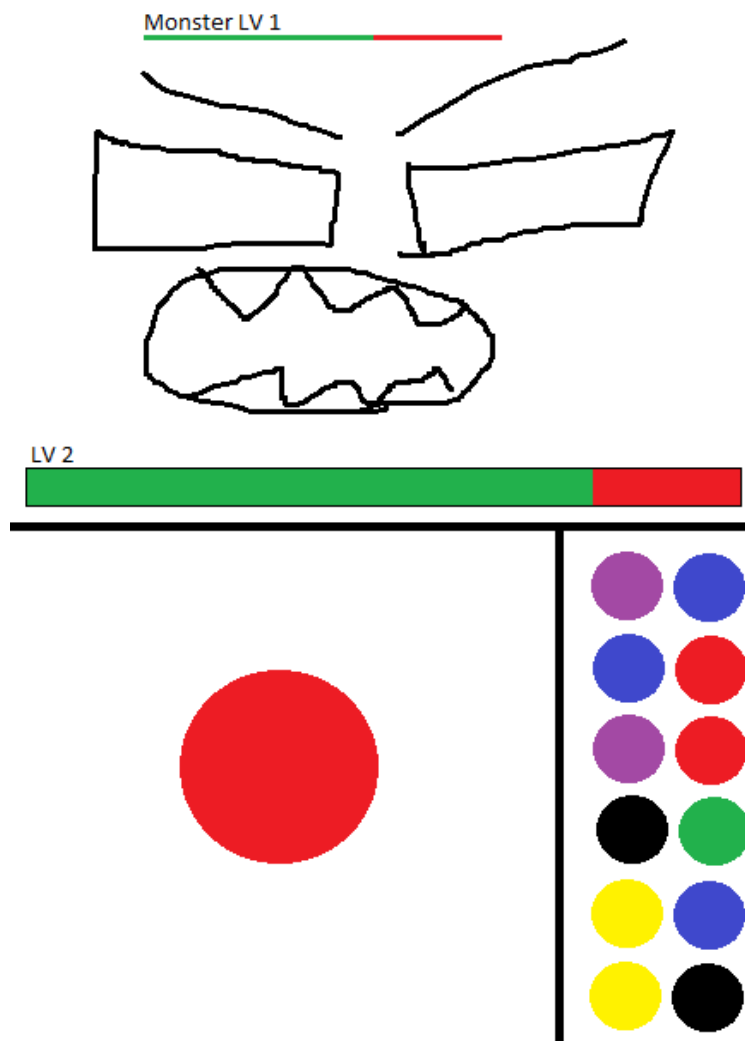


3D Spaceship in the Universe of Molecules



- Use the smart phone's accelerometer to steer the plane or arrow keys on a computer
- Fly around various 3d molecules
- Game variants
 - Simple time trial race through the rings
 - Mario Kart like race with powerups
 - A battle game where objectives can be shooting down other spaceships or destroying molecules

Molecule Monsters



How it works

- Battle Tower - Player climbs a tower fighting monsters on each floor
- Create Molecules in a 3D space to form attacks
- Different molecules are mapped to different attacks
- Divided into sequences with a boss at the end of each sequence.

Combat

- 3D space to create molecules
- Choose from a pool of atoms to create the molecule
- Reroll button to repopulate pool with different atoms if the player is not satisfied with the current pool
- Molecules are mapped to different attacks
- The more atoms a molecule has, the bigger the attack
- Player can zoom in and out of the 3D space and pan the camera.

How does a battle work?

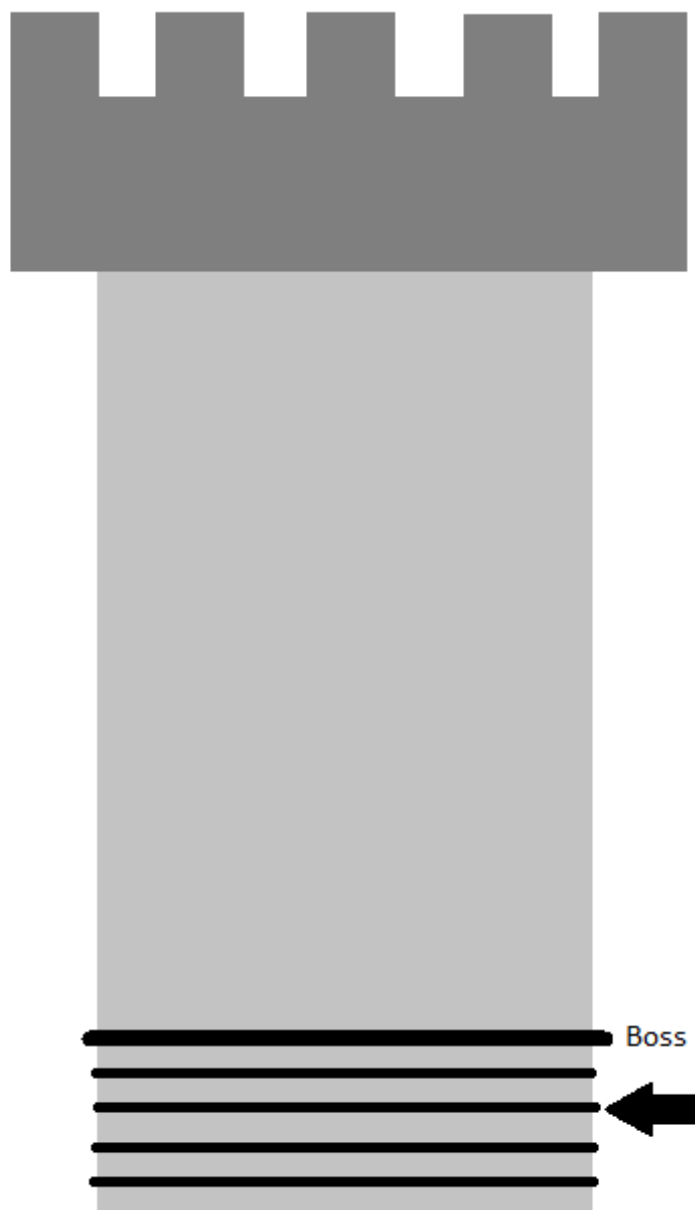
- Fights are turn based
- Rerolls happen after a turn
- Once the molecule is created, you can flick it forward to attack
- Pool refills after each turn

Winning or Losing

- You win when you get to the top of the tower
- Losing takes you back to the beginning of a sequence
- Players can choose to go to floors they have previously defeated on sequences they have completed.

A Training Room

- Players can enter a training room.
- They have access to whatever atom they want to test out attacks
- Can simulate a battle situation as well



Training



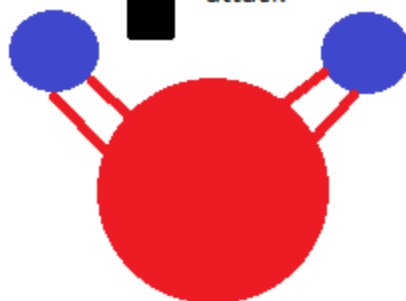
LV 2



+ -



Flick Molecule up to
attack



Water

oo

