

(((HARMOTION)))
TM

BOTTOMLESS Pit
GAMES

contents

What is Harmotion?

(page 3)

Gameplay Overview

(page 4)

Stimulating Collaborations

(page 6)

Content

(page 8)

Graphics

(page 10)

Online Connectivity

(page 12)

Buzz

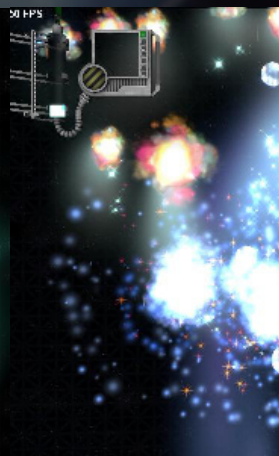
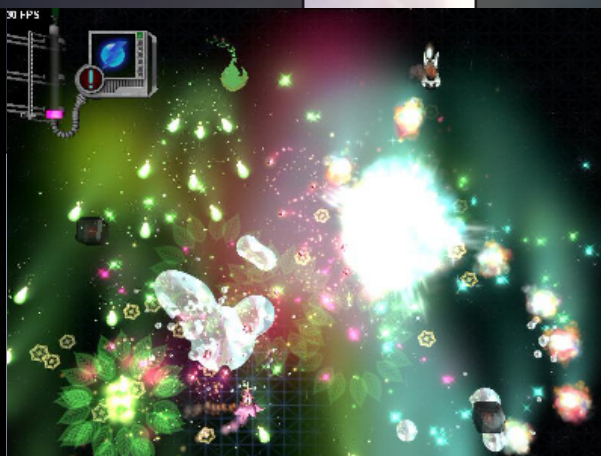
(page 14)

Harmotion Team / Contact Us

(page 16)

Q&A Insert

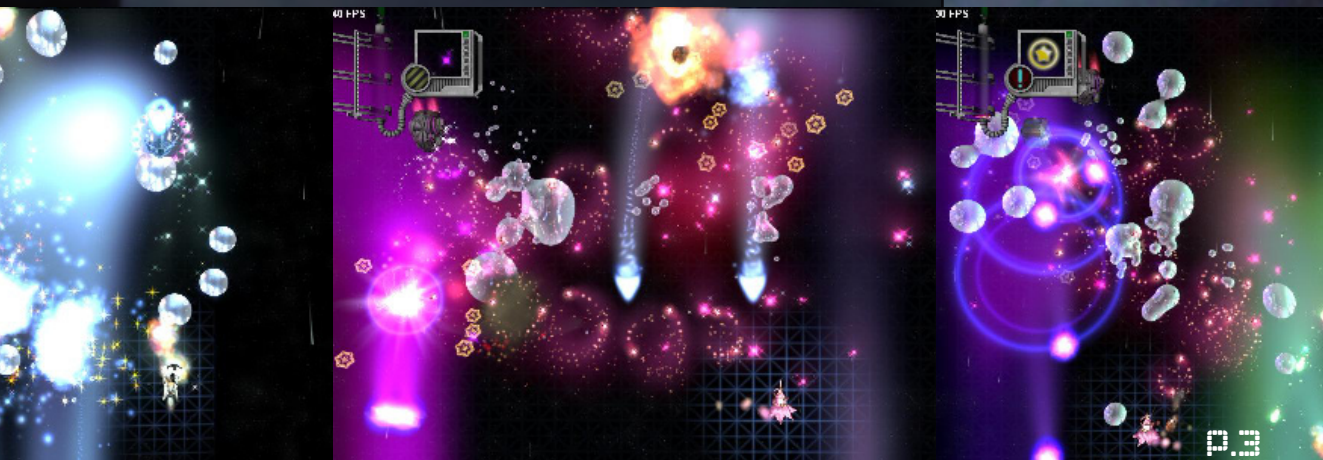
(page 18)



What is Harmotion?

A 3D top-down shooter designed in the classic shoot'em up style, Harmotion is an action packed game about blending light, color, sound, and music; a game for all your senses.

Reminiscent of old favorites like Galaga and Space Invaders, Harmotion takes the old genre to the next level with online multiplayer play, eye-burning visual effects, and player directed music and sound effects.



Gameplay Overview

WarMobion represents a new form of online multi-player arcade experience in a casual game format.

You face fellow online participants from the bottom of the screen, and the objective is to outlast each of them in a 3-4 minute space fight to advance through the tournament.



SIMPLE CONTROLS

WARMOTION ONLY REQUIRES THE JOYSTICK AND TWO BUTTONS, IT IS DESIGNED FOR "PICK UP AND PLAY". YOU MAY USE A KEYBOARD, MOUSE, OR GAME CONTROLLER.

MOVE



USE ITEM

SHOOT



Stimulating Collaborations

Interactive Sound

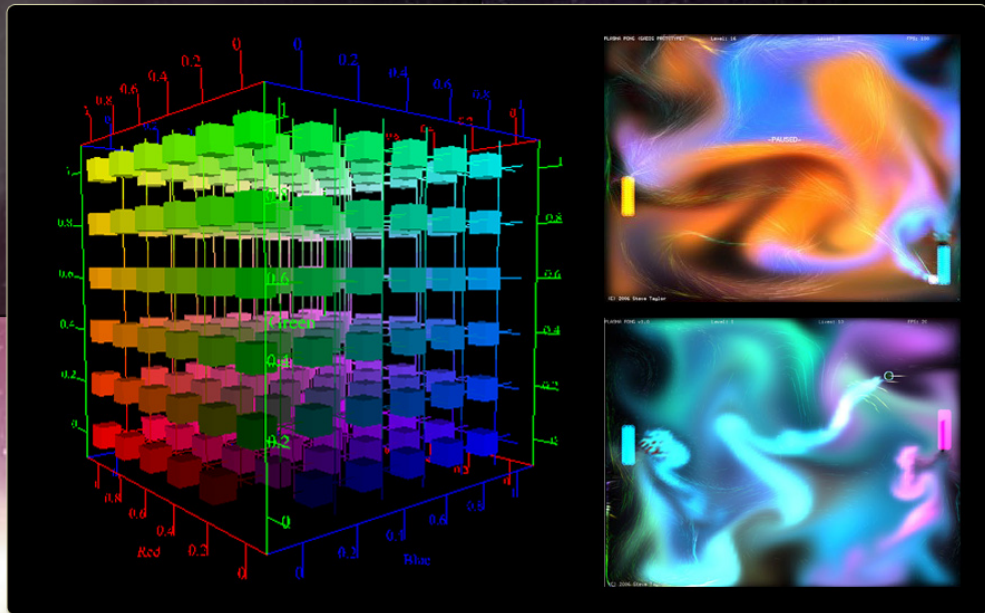
TAKE PART IN GROOVY ELECTRO SOUNDTRACKS throughout the game. YOUR ACTIONS WILL TRIGGER SOUND EFFECTS AND INTEGRATE SEAMLESSLY INTO THE SOUND TRACK.

THE HARMOTION TEAM IS CURRENTLY WORKING WITH SOMATONE INTERACTIVE AUDIO TO DESIGN THE HIGHEST QUALITY PROFESSIONAL MUSIC AND SOUND EFFECTS TO GO WITH THE ONE-OF-A-KIND INTERACTIVE MUSIC SYSTEM.



COLOR CUSTOMIZATION

DON'T LIKE FOREST GREEN? TRY MINT GREEN, STARBUCKS GREEN, OR ANY EXISTING TONE OF GREEN. CUSTOMIZE THE APPEARANCE AND PERSONALITY OF YOUR FIGHTER VIA COLORS, and then GO OUT THERE and MIX IT WITH YOUR OPPONENT'S COLOR OF CHOICE.

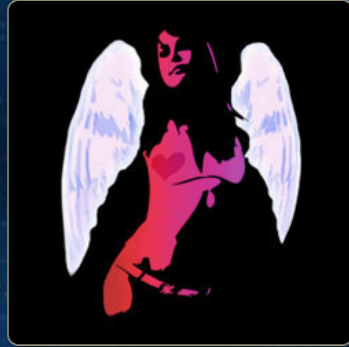


content

RACES (more background info at warmotion.com)



Canni-B Battalion



Yahira Wings



Hazzimort Krushers

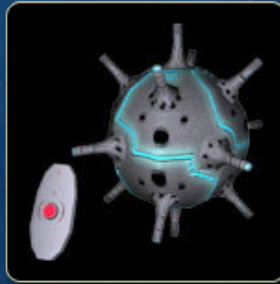


The Zaru

Items (more at Harmotion.com)



HOMING MISSILES



REMOTE BOMB



FIREPOWER
UPGRADE

Medal Achievements (more at Harmotion.com)

THE AWARD OF THE BLITZKRIEG

Win a battle with your first two shots



SILVER SCARAB

Win your first tournament



GOLD SCARAB

Win a tournament with each race



NOOBS CONSOLATION

5 consecutive match losses



UNDERDOGS HONOR

Win 5 consecutive games with less
shot-evolution than your opponent



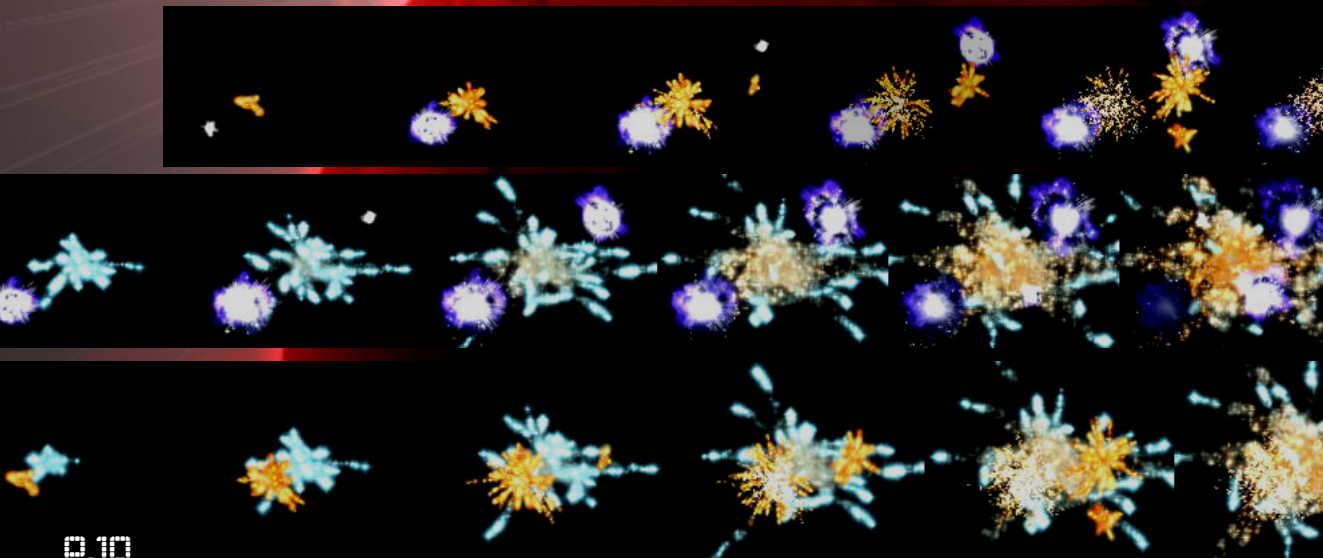
DRAGONFLYS BATTLE SIGNET

Win a battle in under 10 seconds



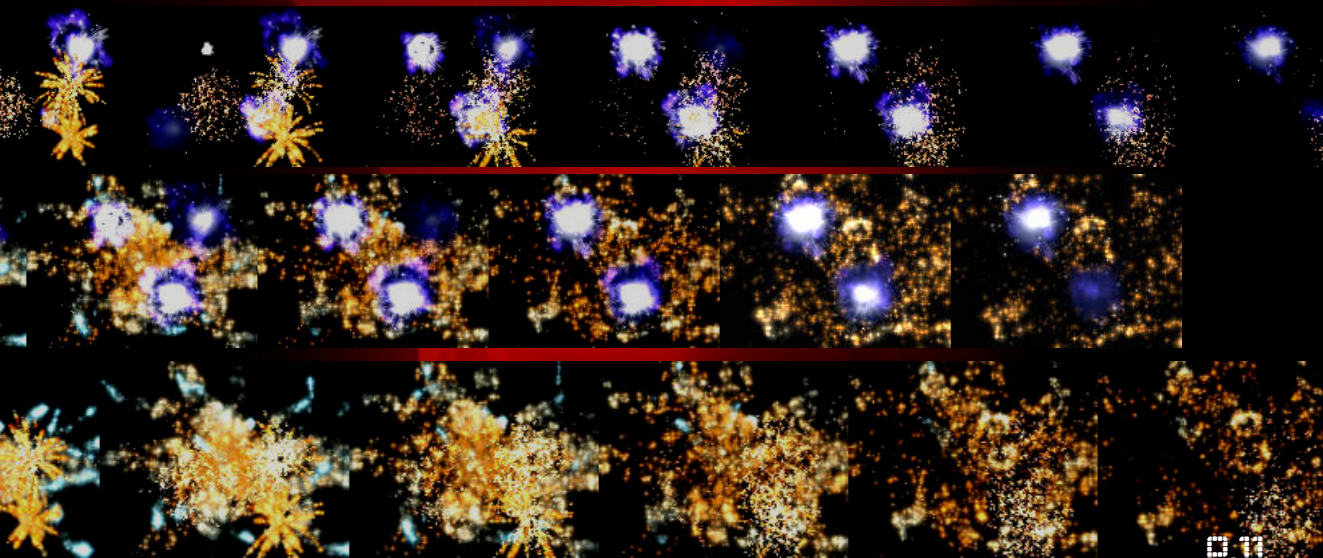
GRAPHICS

WARMOTION'S GRAPHIC ENGINE WILL SUPPORT HDRI, BLOOM, AND VARIOUS OTHER EFFECTS THAT MEET AAA TITLE STANDARDS. ADDITIONALLY, THE ENGINE'S MULTI-THREADED PARTICLE ENGINE ENABLES THE GAME TO UNLOCK THE POWER OF NEXT-GENERATION CONSOLES AND PCS. THE GOAL IS TO BLIND THE PLAYER WITH A DAZZLING MYRIAD OF COLORFUL PARTICLE EFFECTS ONLY APPROPRIATE IN THE WARMOTION NEBULA.





ALL 3D OBJECTS WILL BE "FLAUNDED" WITH VERTEX/PIXEL SHADERS AND RENDERED WITH 4X MULTISAMPLING ANTI-ALIASING.



online connectivity

1. 2. spacepirate 3. wolfpup 4. gamekid 5. adman 6. incidiu

((HARMOTION))

alpha v.2

PLAY NOW

OPTIONS

LOG OUT



10661. SUK-K323 ▲

1025. JK ▲

2520. MENING3 ▼

19. G3MEKID ▲

REAL-TIME

IN-GAME

Leaderboards

and Stats...

SCORE :

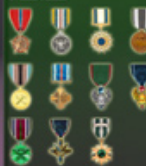
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OPPONENT SUMMARY

MARSHAL I AMSTAFF



MEDALS



68%
WIN / LOSS

CONSCRIPT
RACIAL RANK

00987
RANK #



EXTENSIBILITY

NEW SHIPS



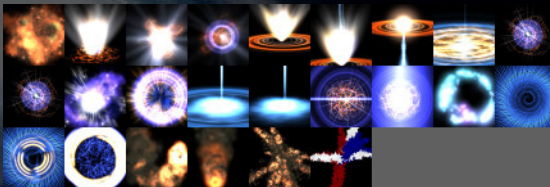
Additional Item Packs



NEW MUSIC TRACKS



PARTICLE EFFECT PACKS



BUZZ



1st PLACE winner

INTEL Multi-threaded
Game Demo 2007



www.harmotion.com

Harmotion.com is a few months old and has enjoyed over 2 million hits, 500,000+ page views, and 20,000+ registered users. Harmotion.com encompasses an actively growing community with more new visitors visiting the site each week.

This thriving community is due to the Harmotion's team decision to incorporate game development and various feature prioritizations based on the requests from the community. This has led to more than 75,000+ Harmotion game matches made.

RAVE REVIEWS

"...a very simplistic game, but is very fun." - Game Hippo

"...lots of fun challenging other shmup fans online."
- Game Set Watch

"...this game could really make some big waves." - Shoot the Core

"...sheds all the unnecessary baggage for a versus gameplay..."
- Independent Gaming

"...musical, cooperative multiplayer space shooter...is groovy digital proof that we can all get along..." - Games for Windows

THE BEST GAMES THAT MONEY CAN'T BUY



HARMOTION CORE TEAM

JEFF KNECHT (TECHNICAL DIRECTOR)

JEFF HOLDS A BSC IN REAL-TIME INTERACTIVE SIMULATION AT OSIPEN INSTITUTE OF TECHNOLOGY AND WROTE HARMOTION'S AWARD WINNING GAME ENGINE. HE ALSO BRINGS ENGINEERING EXPERIENCES FROM NINTENDO SOFTWARE TECHNOLOGY.

JONATHAN LIN (DIRECTOR OF IT)

JONATHAN HOLDS A BSC AND MS IN COMPUTER SCIENCE AND INFORMATION SECURITY AT JOHNS HOPKINS UNIVERSITY. JON WAS PREVIOUSLY A SECURITY ANALYST AT PACIFICARE AND NEW CENTURY FINANCIALS CORPORATION.

ERIK Chan (PRODUCER)

ERIK HOLDS A BSC IN BIOMEDICAL ENGINEERING AT JOHNS HOPKINS UNIVERSITY WITH MINOR IN COMPUTER SCIENCE AND MATH. ERIK BRINGS EXPERIENCES FROM MERRILL LYNCH, CIBC GROUP, ACTIVISION AND MIDWAY GAMES (SURREAL SOFTWARE).

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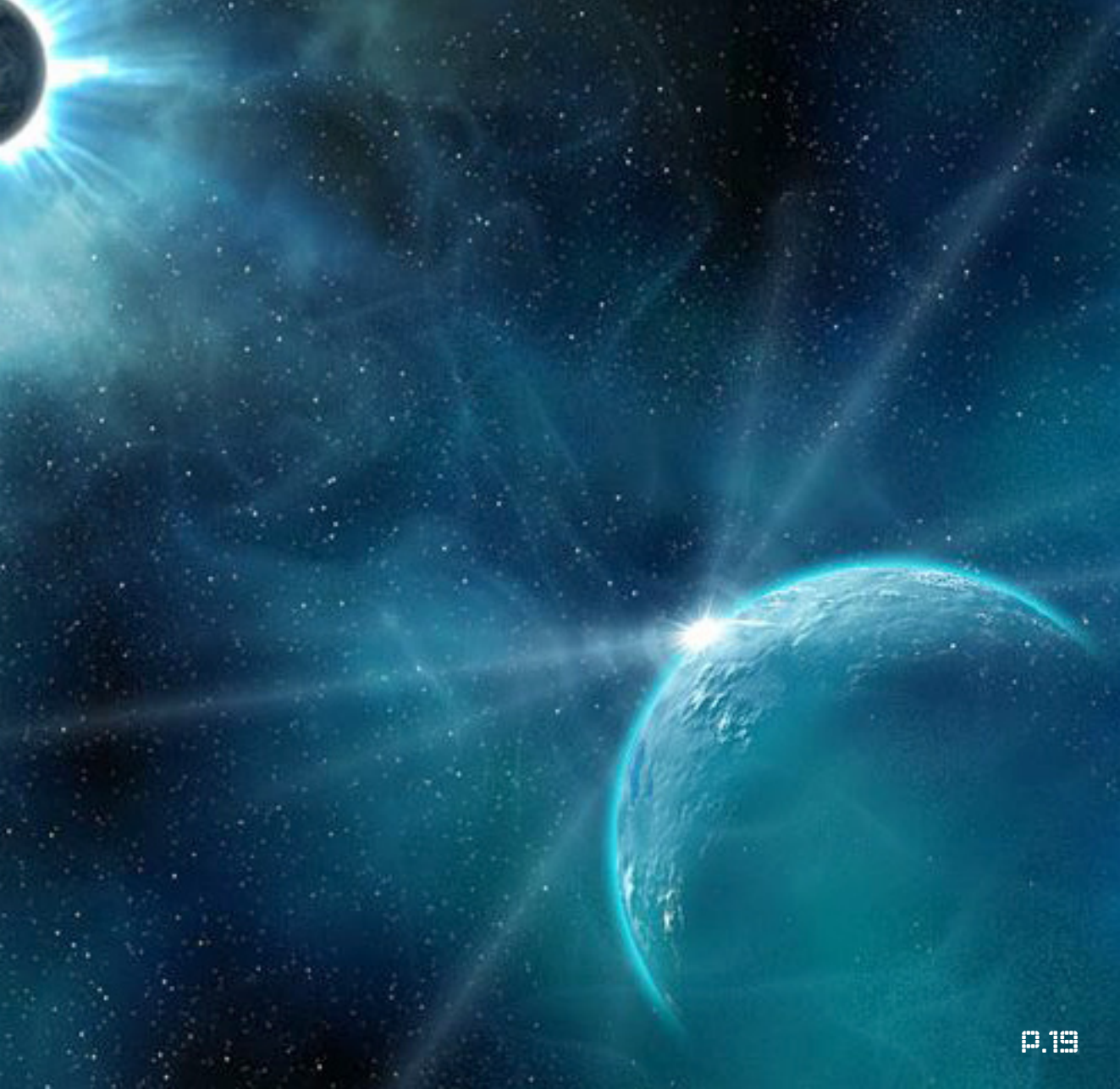
2244 132ND AVE. SE, B306

BELLEVUE, WA 98005

A deep space background featuring a large, textured planet in the upper left corner and a bright, glowing star in the upper right corner. The star has a prominent lens flare effect. The space is filled with numerous small, distant stars and a nebula-like cloud of gas and dust in shades of blue and purple.

DVD CONTENTS:

- GAME OVERVIEW README
- GAMEPLAY VIDEOS
- RECENT GAME BUILD





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