

Outline Proposal and Design
Nintendo DS and for Nintendo Wii (maybe)
For Nintendo

2nd July 2007

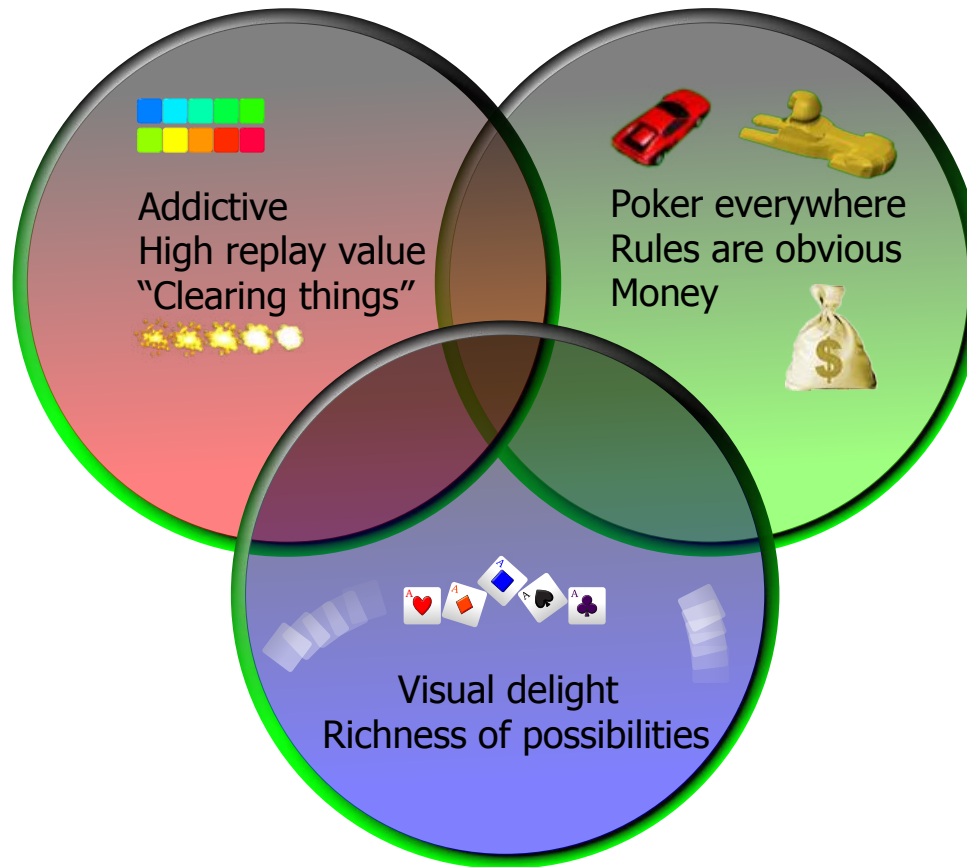
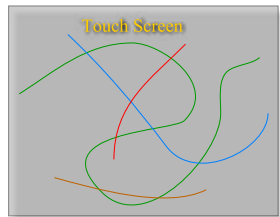




Poker Blocks appeals to 3 audiences

Puzzle

Existing market



Physics

Hardcore

Poker

Mass Market

5 of a Kind	\$50,000
Royal Flush	\$25,000
Straight Flush	\$12,500
4 of a Kind	\$6,400
Full House	\$3,200
Flush	\$1,600
Straight	\$800
3 of a Kind	\$400
2 Pair	\$200
1 Pair	\$100

Key Enhancements



- 8 Game Modes
- Multiplayer enables competition
- User content creation and sharing
- Graphical Polish
- Enhance casino storyline

8 Game Modes + Multiplayer

	Classic	Time Attack	Challenge	Competition
Bouncy Rules	Y	Y	Y	Y
Sticky Rules	Y	Y	Y	Y

- Multiplayer is possible on each of the above

Creating and sharing generates the Buzz

- Users can create their own levels and share them:
 - Define Puzzles from pre-set rows at the bottom
 - Create Physics environment: gravity, friction, mass, torque
 - Change parameters #blocks, range of blocks, speed etc.
- Players can share and send movies
- Shared high score tables

Graphical Polish + Storyline

● Graphical Polish

- Front end menu system
- Particle effects
- More Poker Block decks

● Enhance Storyline

- Play in rooms within each casino
- Enhance emotions through animations
 - Winning, losing, upgrading car

Nintendo Wii Version (maybe)

Wii™

- Single game is intact
- Multiplayer uses split screen
- Take advantage of new features
 - On screen pointer = mouse
 - Motion control to drag and drop / throw blocks
- Co-op multiplayer possible
 - Simultaneous
 - Turn based

Two players could play simultaneously on the same screen with two pointers

“My turn!
No your turn!”

