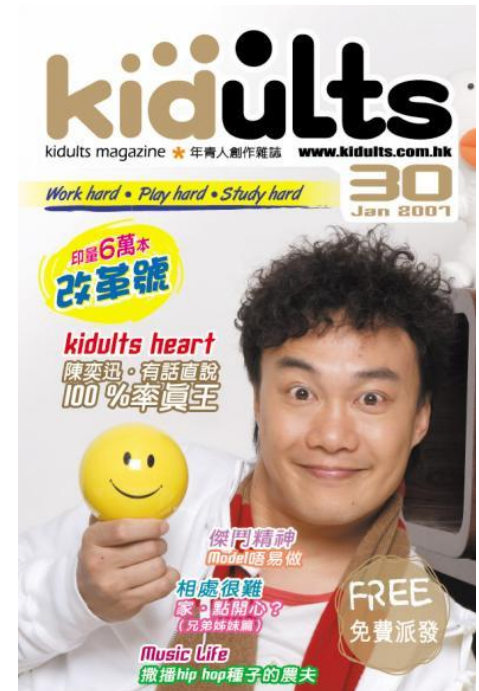
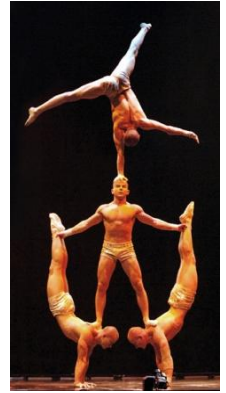
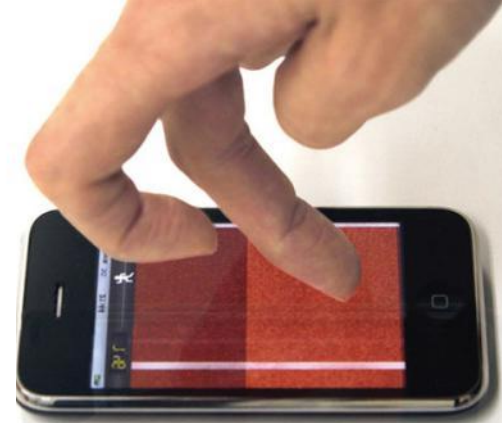


# A More Playful World



# With More Ways to Play





# Different Strokes



# The End Through The Way

Feel

Drama

Alive

Convenient

Twist



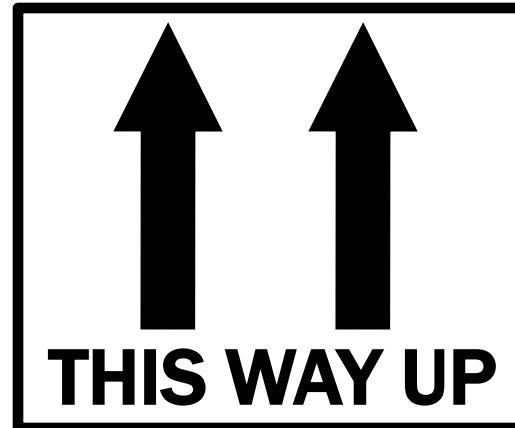
Immediate

Preparation

Toys

Magic

Moments





# The End Effect... Orbital

Sketch

Proof

Raw



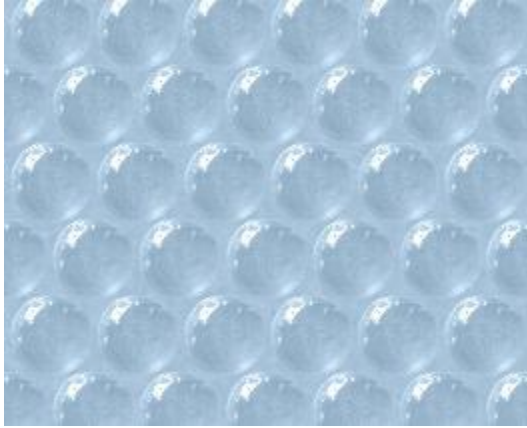
Final

Expansion

Refined



# The End... Feel

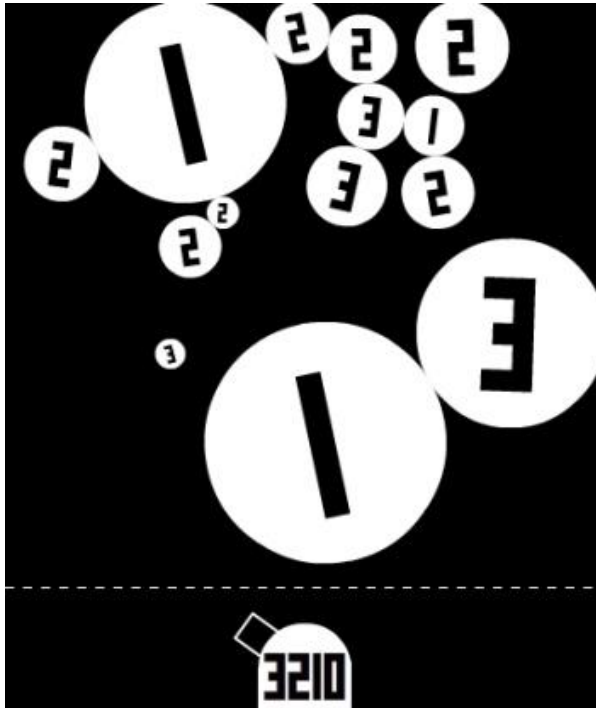


# The End Effect... Feel

Soggy

Loose

Rough



Crisp

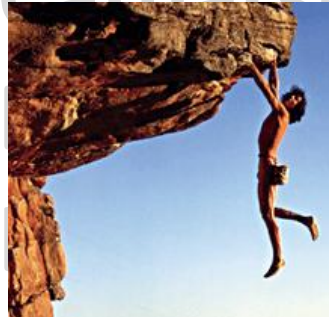
Positive

Smooth





# The End... Drama



## Freytag's Triangle

**BEGINNING: Incentive Moment**  
(Causes Downplayed, Effects Stressed)

**MIDDLE: Climax, Crisis, Reversal, *Peripeteia***  
(Causes and Effects Stressed)

**END: Resolution**  
(Causes Stressed, Effects Downplayed)

complication, rising action, desis

dénouement, falling action  
lusis, unravelling

**Plot with Unity of Action**

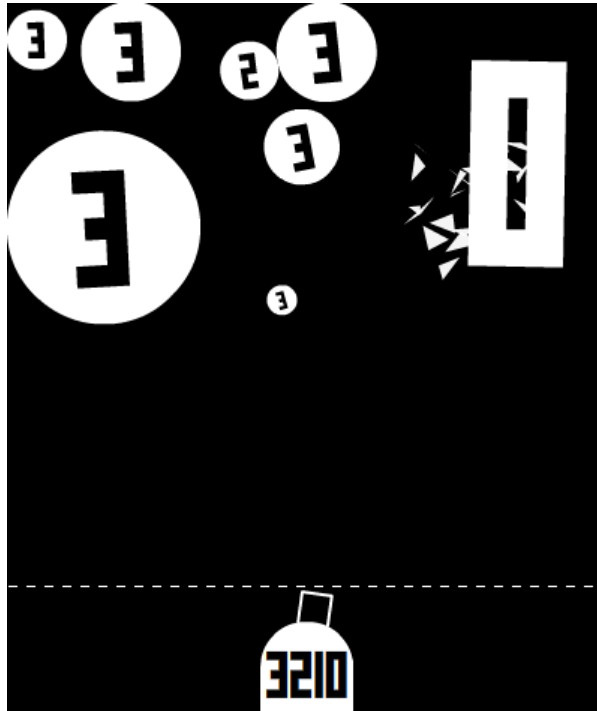


# The End Effect... Drama

Quiet

Plain

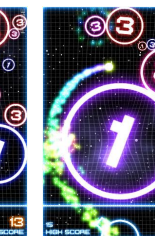
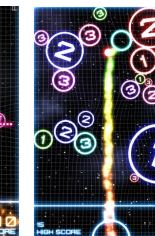
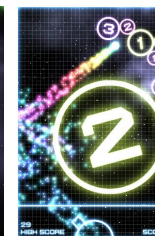
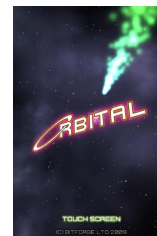
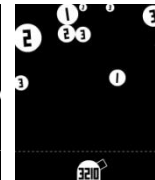
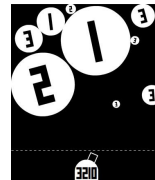
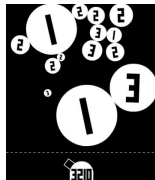
Flat



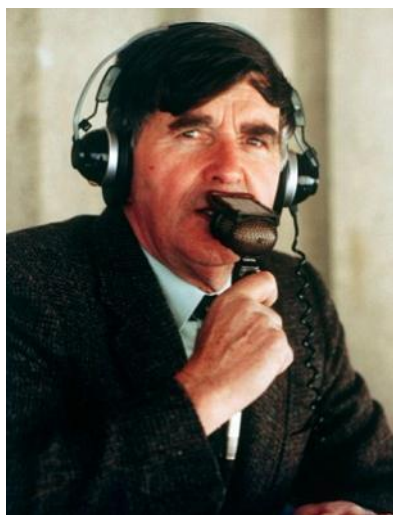
Bold

Showy

Wavy



# The End... Alive





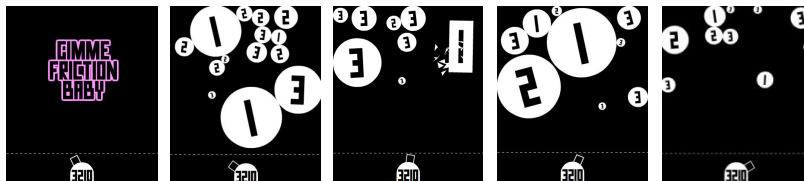
# The End Effect... Alive



Warm

Juicy

Soul



facebook



Gary Penn



Gary has beaten the personal high score in Pure mode with 40 points!  
Gary is Orbital Champion amongst all Facebook friends in Pure Mode!  
Gary has just cracked the 24 hours high score!

[See more](#)



03 November 2009 at 21:41 via ORBITAL · [Comment](#) · [Like](#) · [orbital-game.com](#)

# The End... Convenient

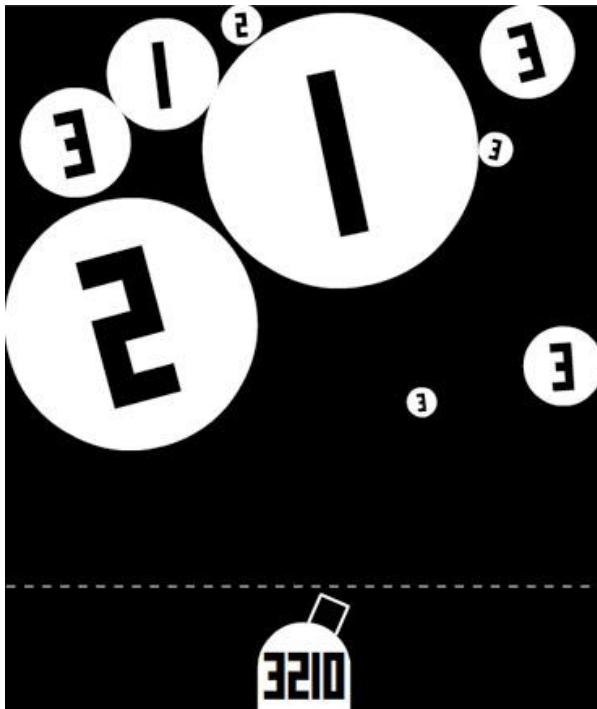




# The End Effect... Convenient

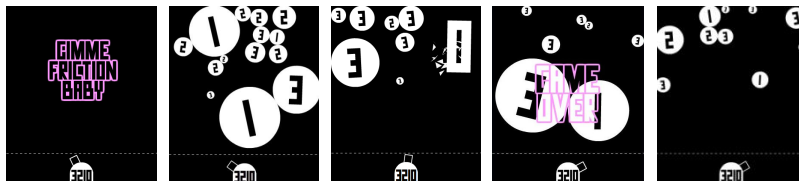
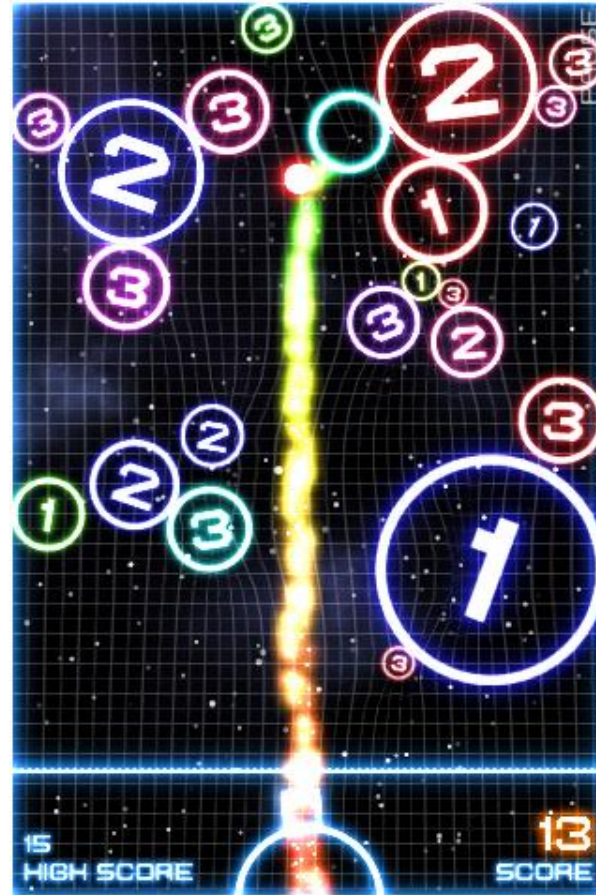
Easy

1 = 1

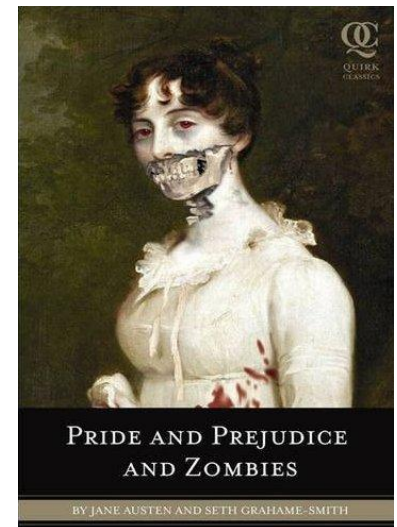
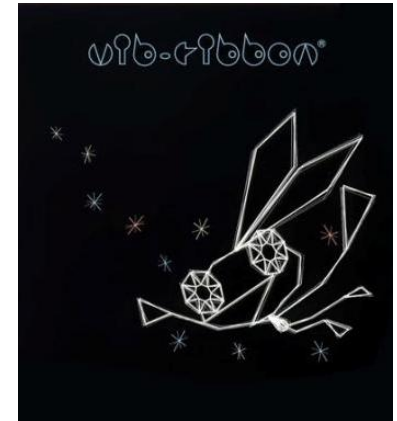


Easier

1 = 1



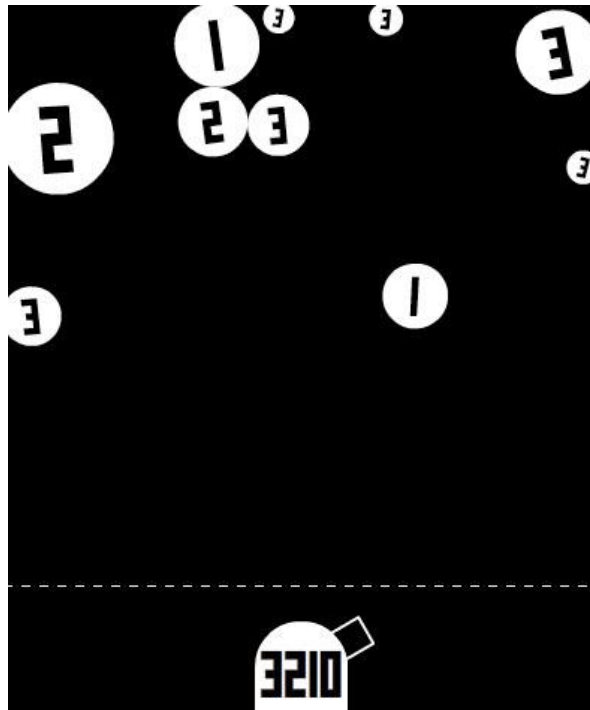
# The End... Twist



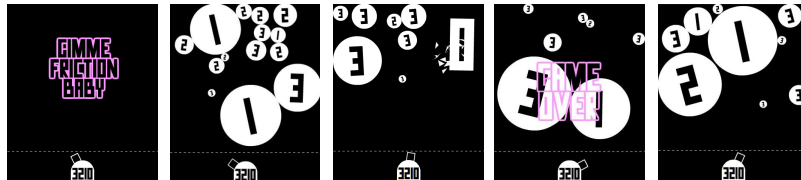


# The End Effect... Twist

Original

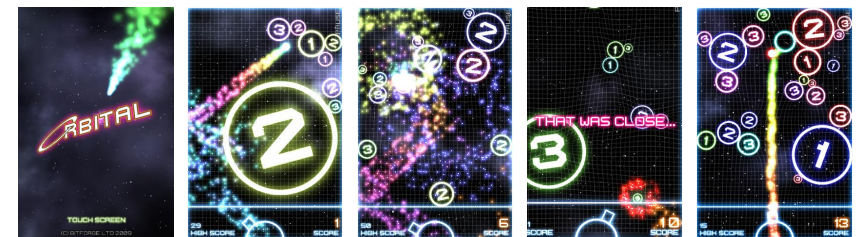


Different



Evolved

Twisted



# The Way... Immediate



Speed



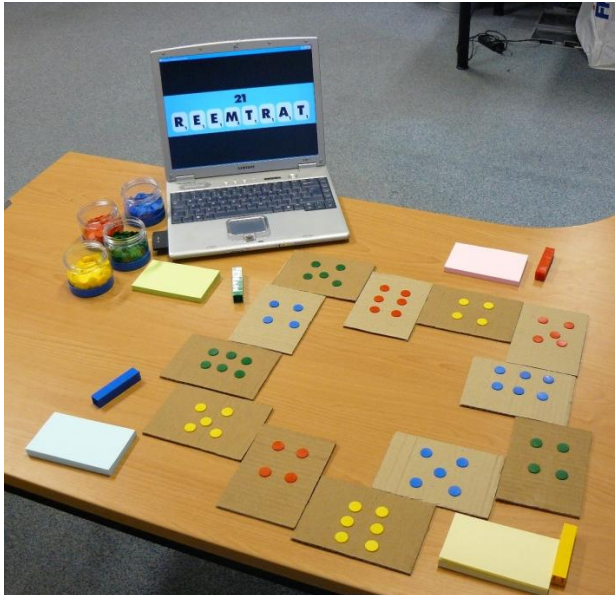
Efficiency



Visibility



Get Nekid!





# The Way... Preparation



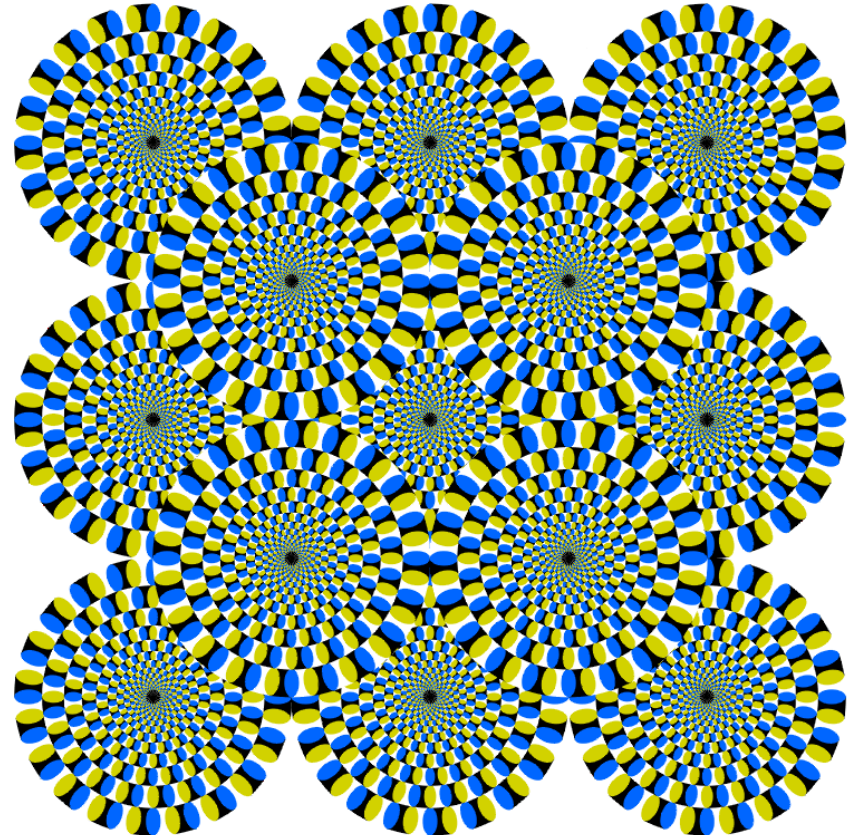


# The Way... Toys





# The Way... Magic





# The Way... Moments

