

turbulenz

GDC 2012 - San Francisco

turbulenz

A talented and diverse team capable of delivering the vision

Privately funded with fully budgeted long-term product roadmap

Always innovating with the world's best game and web developers



WHAT DO GAMERS LOVE? ♥



Fun



Social interactions



Instant action



Compelling gameplay



Customisation

WHAT IS TURBULENZ?

First game platform **built exclusively** for the **Internet**

Social connectivity and game communities
at the heart of the experience

Console quality games **accessible instantly** online

An independent **publishing platform**

HTML5 JavaScript game engine **architected for the Internet**

Unparalleled accessibility and reach



- ✓ Console in the browser
- ✓ High quality content
- ✓ Live feed
- ✓ Badges
- ✓ Leaderboards
- ✓ Player profiles
- ✓ Friends and followers
- ✓ Follow celebrities
- ✓ Instant multiplayer
- ✓ Content recommendation
- ✓ Facebook and Twitter
- ✓ Share games, users and content
- ✓ In-game payments
- ✓ Notifications
- ✓ Virtual location and check-ins
- ✓ In-game camera and photos

<http://ga.me/james>

My online playground

<http://ga.me/planetwars>

Share my game

<http://ga.me/denki>

All their games

<http://ga.me/Pw4J2a>

Come play with me

<http://ga.me/bDg82a>

Part of the club

<http://ga.me/>



Share the connection

**TURBULENZ  ONE CLICK
FROM ANYWHERE ONLINE**

THE TURBULENZ PLATFORM



Internet game engine (HTML5)



Deployment



Rapid Iteration



Tools to test and publish



Monetise

TURBULENZ ALL INTERNET CONNECTED DEVICES



PLATFORM OVERVIEW AND WORKFLOW

