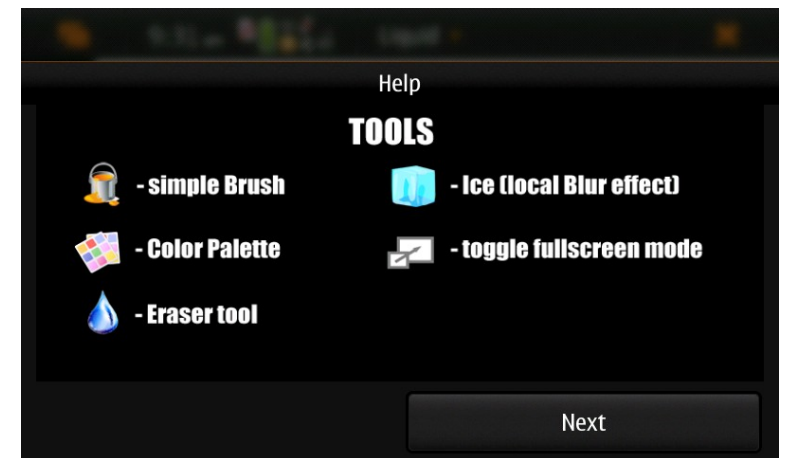
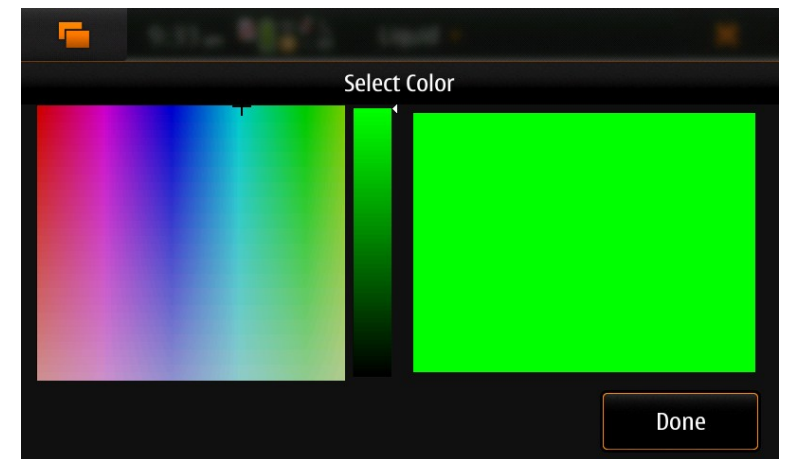
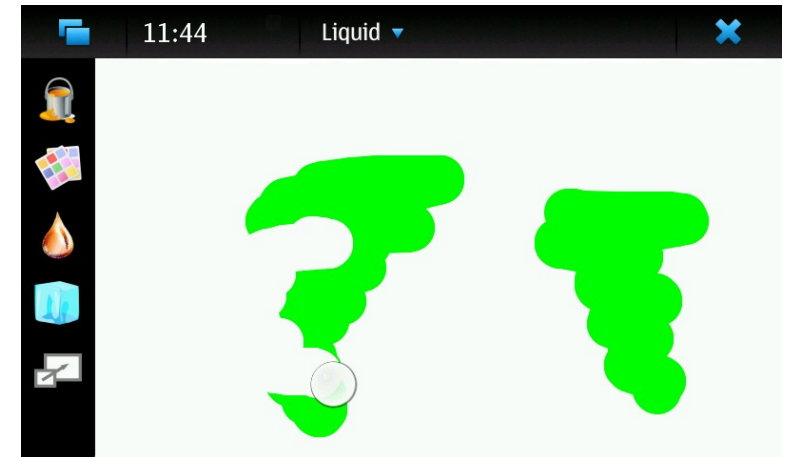


Liquid

- Drawing by using an accelerometer or touchscreen
- Basic tools for drawing (brush, color selection, eraser) effects
- Saving and loading image
- May be useful for children to develop motor skills
- Entertainment applications for other categories of users



Shariks

- Based on different physical laws (Hooke's Law, Newton's law ...)
- The user controls the object of Ball with the accelerometer. His goal is to collect small objects (TailBalls). Each affiliate brings tailball points. A number of other objects complicate this task.
- Maintains a table of the best results.



The highscore table is displayed on a dark teal background with a subtle pattern. The title 'HIGHSCORE' is at the top in a large, metallic, 3D font. Below the title, the table has two columns: 'NAME' and 'SCORE'. The table lists the following names and scores:

NAME	SCORE
Ryge16	6707
Ryge16	5990
Serioussam	5268
nimnes	4370
qwerty	3494
Name	3343
vovamaxna	3070
Looser	3010
LazerChicken	2368
Gallileo	1825
HOHO	1822