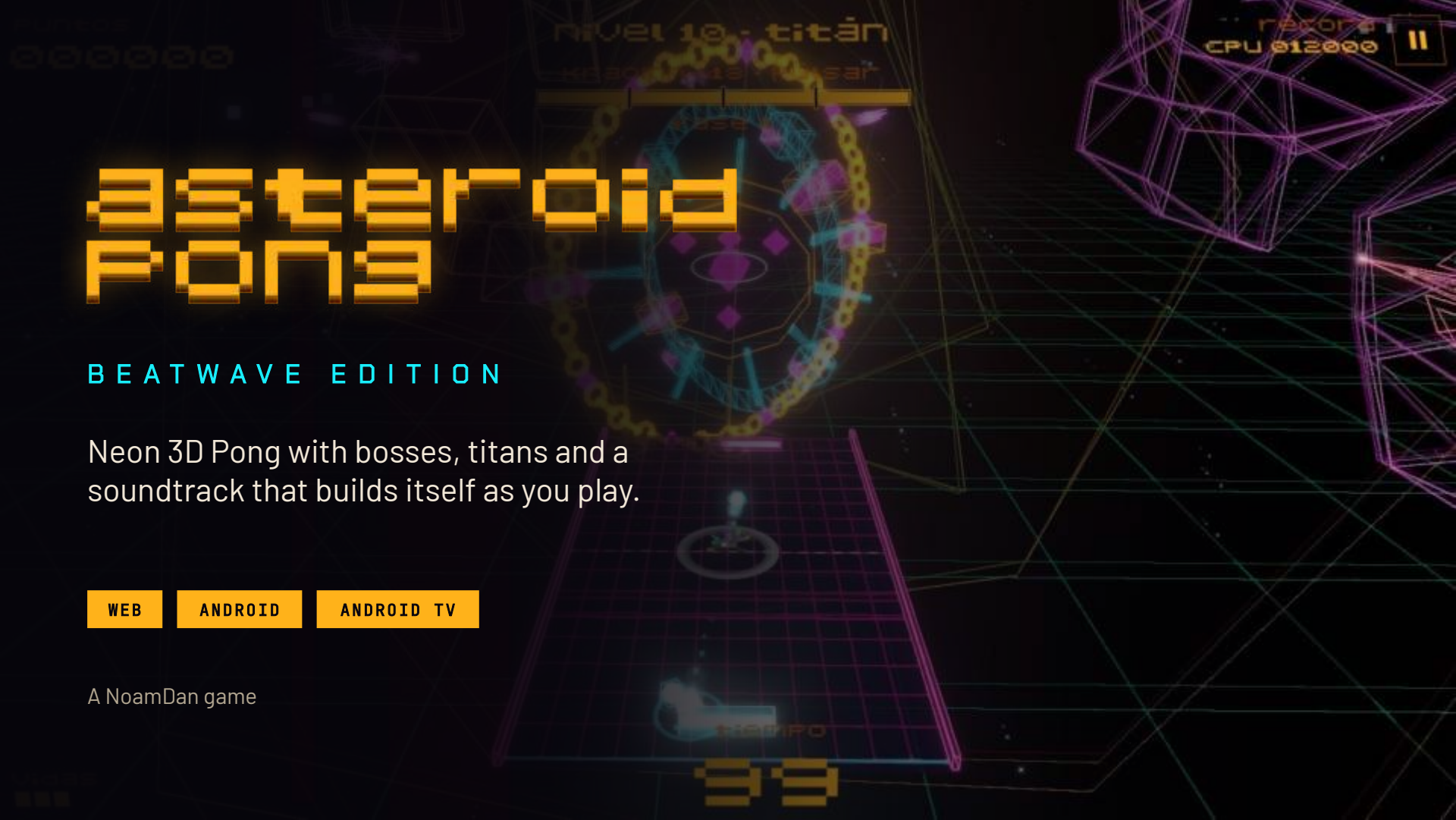


asteroid pong

BEATWAVE EDITION

Neon 3D Pong with bosses, titans and a soundtrack that builds itself as you play.

WEB ANDROID ANDROID TV

A NoamDan game

Classic Pong, with a whole universe on the table

Move your paddle, return the ball and score on the CPU. Around you, everything happens: asteroids that shatter, drones that shoot, bosses that drop onto the table and titans the size of a space station.



SIMPLE

Get it in a second

A paddle, a ball, a goal. Everything else arrives level by level.

PROCEDURAL

Always different

Every run builds new names, shapes and attacks.

MUSIC

Sounds like it plays

Techno, drum n' bass, jungle and breakcore that follow your level.

ANYWHERE

On any screen

Touch, gamepad and TV remote, with the same information.

4 titan families

4 music genres

3 languages

Every level adds something new to the table

LEVEL 01	LEVEL 03	LEVEL 04	LEVEL 05	LEVEL 06	LEVEL 08	LEVEL 10	LEVEL 11
Pong and power-ups	Asteroid blocks	Drones	First boss	Meteors	Black holes and frenzy	First titan	Portals







Six ways to play, from a single menu



New: endless mode. No levels, no bosses; every 30 s the pace rises and more threats arrive.

Campaign

Levels with a boss every 5 and a titan every 10.

Endless

Nonstop, until you run out of lives.

Bosses

One boss after another, each one tougher.

Daily challenge

One attempt a day, same seed for everyone.

2 players

Local co-op. Online comes later.

Retro

Secret: a top-down pixel-art view.

Bosses and giants that never repeat



Rings, serpent, fortress or mutant polyhedron. Phases, a health bar, a finisher and its own theme song.

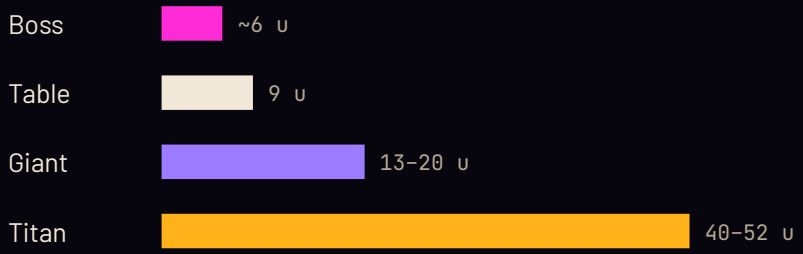


Colossus, spider, hecatoncheires and totem: break their limbs to expose the core, then score on them.

Everything is procedural: every run builds the name, shape, attacks and music.

Every ten levels, a titan the size of a station

SIZE, COMPARED



It does not fit on the table: it floats behind the rival goal. Shoot through its sights, break its probes and close each stage with a finisher.



99 s
per fight

×2
points

+15
coins

A soundtrack that builds itself as you play

0 audio files

Everything is synthesized live. Each run has its own seed, and the genre shifts with your level, mixed like a DJ over 16 bars.

TECHNO	DRUM N' BASS	JUNGLE	BREAKCORE
124–130 bpm	170–175 bpm	~175 bpm	up to ~190
levels 1–13	14–22	23–29	30+

Bosses

One theme per boss, 166 to 176 bpm, with a 90s console-style melody.

Titans

Epic drum n' bass and jungle, in sections that follow the fight.

Jukebox

The themes you earned plus five radios, to play or download as MP3.



07 · BONUS STAGE

Hypercycle: the table rolls up into a tube

Every so often, as you clear a level, the table rolls up into a tunnel racing at full speed. Survive on your energy and score all you can before you exit.

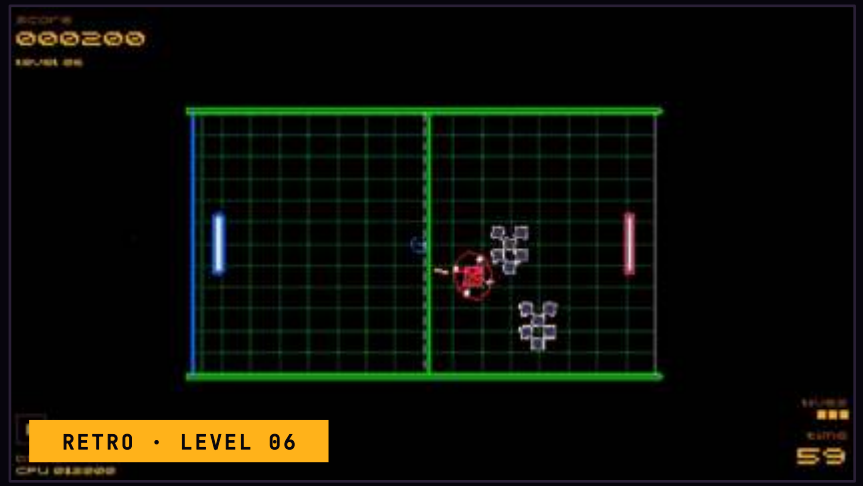
148
bpm of its own techno

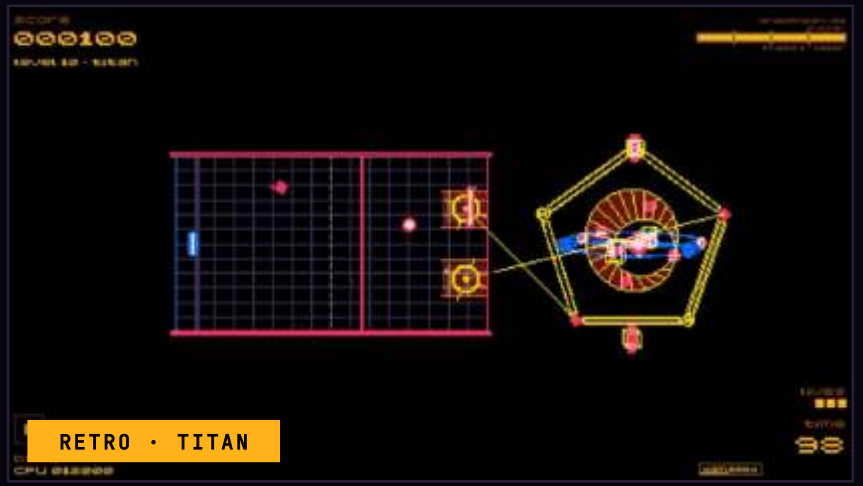
×4
max combo

7
balls at once

08 · SECRET

A hidden retro mode, in pixel art





PIECE 1

Beat a boss on hard without conceding.

PIECE 2

Hold a 60-hit rally.

PIECE 3

Break the golden asteroid.

AND INSIDE

Another secret: Pong 1972.

One game on your phone, your TV and your browser



PHONE

Android

Touch in portrait and landscape. Haptics on the beat.

TELEVISION

Android TV

Remote or gamepad, an interface made for the couch. Tested on Nvidia Shield.

BROWSER

Web

A single HTML file. Keyboard, mouse or gamepad.

ES · EN · PT
languages

1–2
local players

13+
audience

In private beta, on the way to Google Play



TODAY

Private beta

- Version 0.8.24
- Phone, tablet and Android TV
- No ads or purchases

NEXT

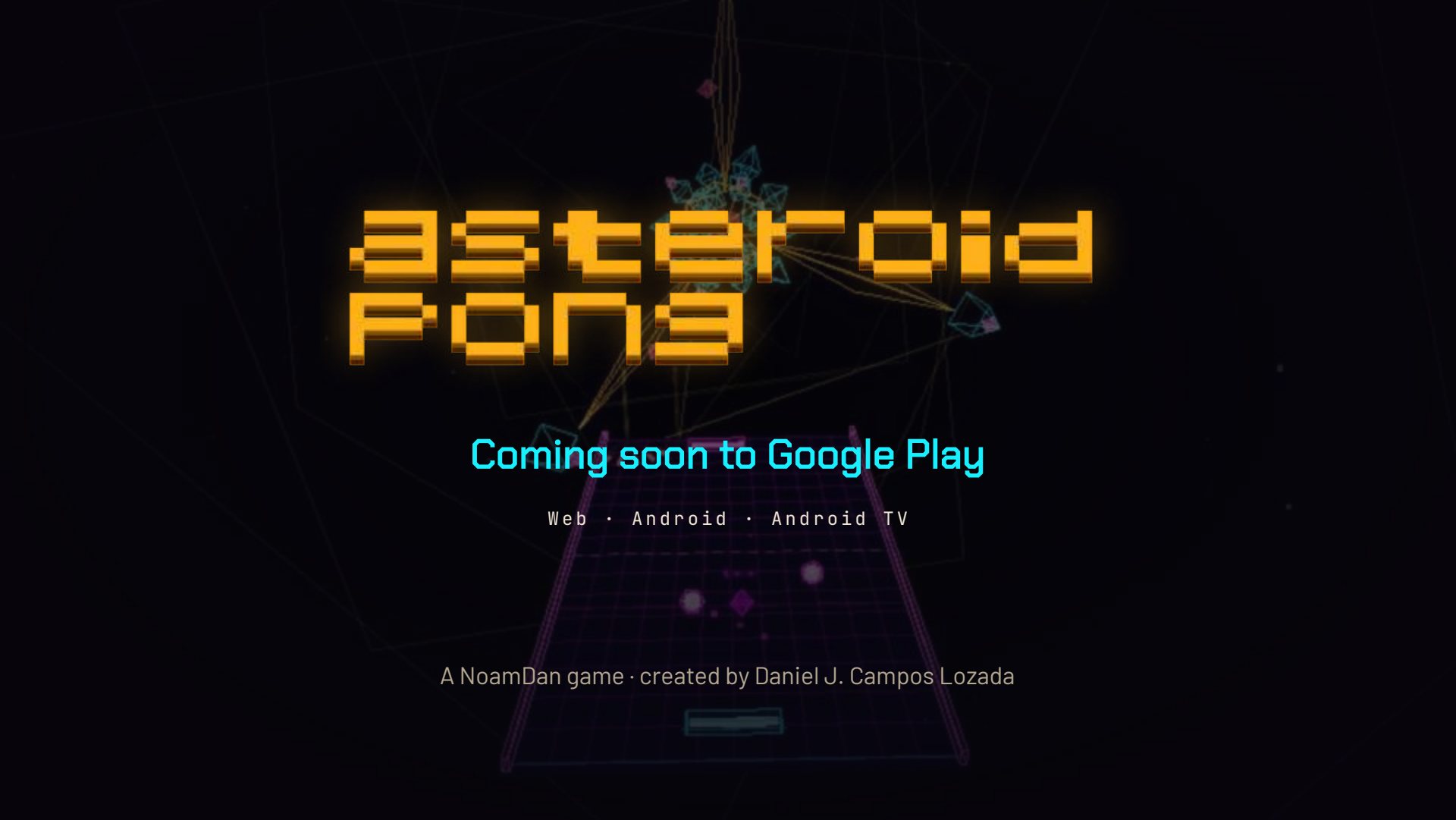
Google Play

- Closed testing
- Launch as 1.0
- Store listing in es · en · pt

LATER

Online

- Leaderboards with country flags
- Online 2 players
- New titans and radios



Coming soon to Google Play

Web · Android · Android TV

A NoamDan game · created by Daniel J. Campos Lozada