

## **Cloud 9 Games Announces World's First Christian Karaoke and Vocal Performance Game To Be Released This August**

### ***Real-Time Performance-Based Game Enables Players to Improve Their Skills While Having Fun***

**Austin, TX (June 19, 2007)** - Cloud 9 Games, Inc., a company committed to providing quality Christian entertainment, announced today that the world's first Christian karaoke PC product offering real-time feedback will appear in stores this August. However, it's not just mere karaoke; *Heavenly Harmony* also includes the cutting-edge technology to provide specific information regarding a player's performance as well as activities for improving vocal skills. After playing a demo of the game, Randy Phillips stated, "As a singer with Phillips, Craig and Dean for 16 years, I have often wondered, 'How would I do on American Idol?' Well, I don't have to wonder anymore. *Heavenly Harmony* cued up a song for me and analyzed my pitch as I sang. Amazing!" Whether you are an aspiring singer, choir member, or someone who likes to sing when no one is around, *Heavenly Harmony* provides a fun yet challenging way to improve your vocals.

Curtis Ratica, the president of Cloud 9 Games, stated, "*Heavenly Harmony* provides features never before found in any computer game, and the fact that it's a Christian-themed game makes it even more exciting. Never before has there been a singing game that offers the type of feedback this game provides." The public will get its first glimpse of *Heavenly Harmony* at this year's International Christian Retail Show in Atlanta, Georgia from July 9<sup>th</sup> - 12<sup>th</sup>.

### **Special Features Make This Game Unique**

To start, players select one of 25 popular Christian songs, such as "Shout to the Lord," "I Can Only Imagine," "Praise the Lord," and "Amazing Grace." As the music begins, players will experience the feel of a real performance as they sing into a microphone and watch their on-screen character come alive! The exclusive notation system actually places the streaming lyrics against an accurate musical score, providing an easy way to learn note placement and music composition. Also displayed on the screen in real-time are the notes being sung into the microphone as well as the correct notes sung by the recorded artists, so the two can be compared. Players earn points each time they are on pitch and achieve the correct timing. As the song progresses, a meter displays whether the player belongs in one of three categories: the shower, the choir, or on tour. Players are also rewarded by special effects if they do well, like doves being released or grand curtains opening to display a beautiful stained-glass image of Christ. At the end of every performance, players are shown how many times they were flat, sharp, and on pitch. Those who do really well achieve a silver, gold, or platinum ranking.

In addition to the real-time performances, short but targeted mini games/activities really make this product one-of-a-kind. Players can choose from a variety of

games/activities to focus on specific aspects of their vocals, such as pitch accuracy, control, and range. For example, those who want to practice singing the right pitch can select “Tune-a-Tuna.” The object of this clever game is for the player to help Peter get as many fish out of the boat as possible before the storm arrives. To move the basket to the left, the player must sing a specific note on pitch and then must also be able to sing another specific note on pitch to move to the right. Furthermore, players have to modulate their volume to control the speed of the basket. This game is great practice for those who tend to have trouble hitting the right notes and staying on pitch in a real performance.

Adding more excitement to the game, as players improve their skills and earn more points, certain items are unlocked. For example, players begin to have more choices in clothing as well as accessories for the characters, including shoes, hats, and even funky sunglasses to make them look especially cool during a performance. In addition, an excellent performance will unlock various venues. For instance, everyone starts off small, in the “Garage Party” setting. If enough points are earned, the garage door opens, and people gather to listen to the song. Then, just as singers progress in real life, players who perform well are able to move on to bigger and better locations, including settings such as a beautiful sanctuary, a mountain meadow overlooking the Bay area, an evening boardwalk beside a carnival, a giant stadium packed with thousands of people, and *Heavenly Harmony*’s own spectacular Grand Ballroom.

### **Compatibility and Future Releases**

This game has great appeal for those who plan to pursue a singing career, those who sing in a choir, and those who enjoy singing just for fun. Cloud 9 Games also plans to release future add-on packs for specific genres of music, such as Christmas songs for the upcoming season this fall. *Heavenly Harmony* provides a creative way to have fun and improve your vocal skills – whether by yourself, with your friends, or with your entire family. The game is compatible with Windows 2000, XP, and Vista. Just install the program, plug in the microphone (included with the game), and let the show begin!

To purchase *Heavenly Harmony* upon its release, visit your local Christian retail store or go to [www.cloud9games.com](http://www.cloud9games.com) to order online. For those who prefer a little more privacy, headsets are also available for an additional charge.

### **About Cloud 9 Games, Inc.**

The mission of Cloud 9 Games is to provide people with an entertaining alternative to mainstream computer and video games. Curtis Ratica, the founder and president, is a thirteen-year veteran in the gaming industry. When the president of one of the companies he used to work for announced that he wanted their games to be more like Hollywood by including more sex and violence, Curtis knew God was calling him to take a stand in the industry. Thus, Cloud 9 Games was born in 2005. Since that time, Cloud 9 Games has produced the award-winning *Solomon Says: Anything Goes* Bible trivia game and *Solomon Says:*

*Amazing Animals* Bible trivia for kids. Both are compatible with the *Dance Praise* game produced by Digital Praise. Regarding *Heavenly Harmony*, Curtis Ratica declared, "I've worked on over 20 titles in my video game career, and I've never been more excited about a game than this one. This will be the hot ticket this Christmas season!" With its new karaoke game about to be released, Cloud 9 Games is proud to lead the way in producing innovative, high-quality entertainment that the whole family can enjoy.

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