January 11, 2015

EnergyCite announces **Power R Future** interactive video game development. <http://www.powerrfuture.com>

**EnergyCite® interactive video games**

Our first focus is on the development of a new series of interactive electronic games to run on standard game platforms, tablets, and smartphones.

These games will receive [digital energy information from the homeowner’s smart meter and home automation devices](http://fusion4freedom.us/patents/) including “smart appliances.” They will also receive information from our “[real time world energy fuel gauges](http://fusion4freedom.us/energycite-interactive-video-games/#gauges).”

The purpose of the games is to subliminally teach people the [basic concepts contained in this web site, as continually updated, about science and energy](http://fusion4freedom.us/review-of-forbes-on-line-magazine-article-solar-energy-revolution-a-massive-opportunity/#key).

The games will cause people to realize that [far too much money and time has been spent on the “global warming” issue when the MUCH MORE IMPORTANT issue of solving energy for our future](http://fusion4freedom.us/who-killed-fusion/#ct) generations has been overlooked in serious scientific circles.

[Follow this link & learn more about our plans.](http://fusion4freedom.us/energycite-interactive-video-games/)