



Mobile Games



Production Line

Mobile games hold a significant place in our company's activity. Our highly professional team of more than 75 animators, designers, developers and programmers develops dynamic and eye-catching games.

Modern technologies enable us to develop games with great multimedia content. Flash and Java technologies, which allow high quality bitmap and vector graphics, gave the foundation for developing mobile games of a new generation.

At present time mobile games are completely comparable by quality with PC games. They include beautiful 2D and 3D graphics, involved action, high program logic and great number of levels.

We develop both single- and multi-player mobile games of all genres: Arcade, Classic, Logic, Maze etc.

Big Food

In this game you have to help Rizzo avoid inedible objects and to catch edible ones. The control is performed with buttons UP, DOWN, RIGHT and LEFT. Rizzo has accordingly 3 lives in every level.

Level 1. There is countdown. You have to catch **all** edible objects. If you catch inedible object or skip edible, then you loose 1 life.

Level 2. On the screen appear icons of 5 edible objects (some of them can be repeated). Rizzo have to catch exactly these objects (in any sequence).

Level 3. A small matrix (5 columns by 3 rows) is shown on the screen. When the edible object is caught, the icon of this object appears in matrix. The column where it appears corresponds to the position of the eaten object on the screen. Columns are filled up from bottom to top. Once there are 3 identical icons in one line (in a row, in a column or diagonally), then these 3 icons disappear and the upper icons in the matrix move down to the released positions. So you need to catch edible objects wisely, otherwise the matrix will be filled in very quickly and you'll loose the game. And as in other levels you would loose a life if you catch inedible object.

You get 10 points for each edible object in each level.



Technical Details:

- Type: J2ME
- Sound: yes
- Highscore function: available upon request
- Supported phones: Nokia 7650, Nokia 3650, Nokia N-Gage, Siemens S/SL 55, Sharp GX10 and other