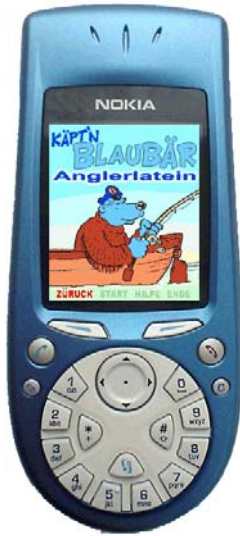




Mobile Games



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.

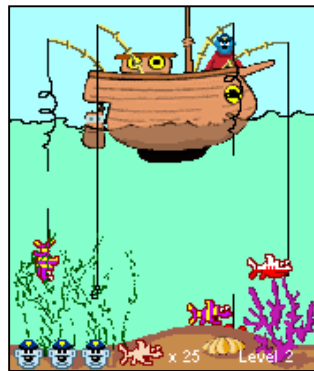
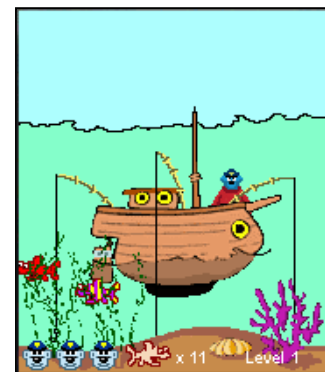
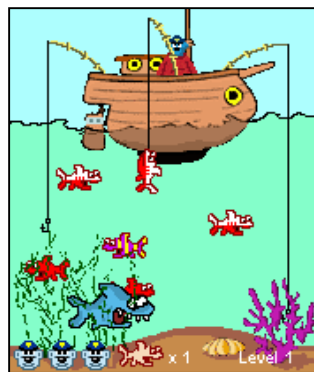
We develop both single- and multi-player mobile games of all genres: Arcade, Classic, Logic, Maze etc.

Captain Blue Bear the Fisherman

The game which we developed has over 10 levels, from the basic up to the most complicated.

The main task is to help the captain fish as many fishes as possible with several fisher-rods, the number of which increases from level to level. If the captain is not fast enough pulling out the fish, the latter will break fishing-line. If the captain lets a shark to swallow the bait, the boat will sink.

The control is performed with a joystick.



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.