



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.

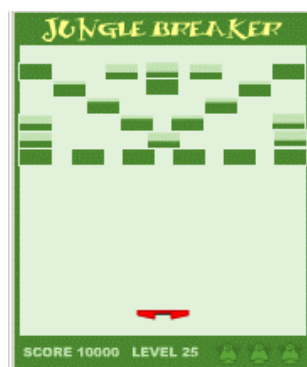
At present time mobile games are completely comparable by quality with PC games. They include beautiful 2D and 3D graphics, involved action, high program logic and great number of levels.

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

Jungle Breaker

The goal of the game is to destroy all the bricks on the level (except iron bricks), hitting them by the ball. If you manage 20 levels, you'll become an ultimate winner! Make sure that the ball doesn't go over the lower border of the game field. To kick off the ball move the racket, using RIGHT and LEFT keys. There are 5 types of bricks in the game, which differ in solidity. When you destroy a brick, a prize is likely to fall out of it. Don't miss the prizes – they will help you to manage the level! There are more than 10 types of prizes in this game, which influence the racket's size and speed, as well as the speed of the ball. The racket can shoot or get "magnetic", so that the balls stick to it. If this is the case, press ENTER button to get the ball moving or to shoot. "Super-ball" can go through all the bricks and destroy them. If you catch the prize "floor" your ball can't go beyond the field border. One more useful bonus is ball multiplication.

At the beginning of the game you get 5 lives. When you lose a ball, you lose one life. But the life can be restored if you catch a prize. One more life is added with every new hundred of points. The game is over when you've lost all of your lives. Enjoy the game!



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