



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.

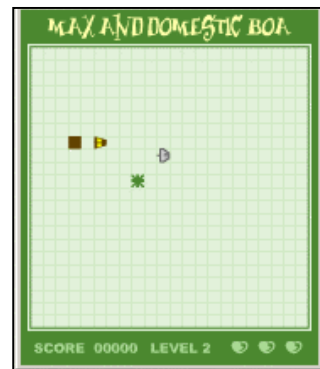
Modern technologies enable us to develop games with great multimedia content. Flash and Java technologies, which allow high quality bitmap and vector graphics, gave the foundation for developing mobile games of a new generation.

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.

Max and Domestic Boa

At the beginning of the game the player sees a snake, which consists only of two elements. Cactuses and mice appear all over the game field during the game. The main point of the game is that the player must eat a mouse and avoid eating a cactus. If the snake eats the mouse, it gets one element more, thus it grows. The problem is that the more the snake eats the more difficult it is for the player to direct it without letting it touch the walls or itself.



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