



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.

Santamobile

Santa and his deer are rushing – they have to deliver Christmas presents for kids on time. You have to help him with it. There will be some obstacles on your way, you will see different landscapes (tundra and taiga), meet different animals – and you have to be careful and not hit them using UP and DOWN buttons (or joystick). There will also be some presents on your way, which you can pick up. You get 10 points for every present you picked up and – 3 points for every present you missed. Every successfully avoided obstacle gives you 1 point.

There are 10 levels in the game; every next level gets more difficult, so you have to act smart.



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