



## 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.

## Santapoker

On Christmas Eve Santas are hurrying to deliver their presents to children. They appear from the sky and have to get out of the labyrinth to find an entrance to the house. They get into the house through the chimney, and an arrow shows the way to it. But they can go this way only if there are 3 or more Santas in a row, and their bags should be of the same color. This is where you have to help them. There are several "catching points" on each level. The one, marked red, is active. When a Santa is passing an active catching point, you may press the ENTER button and this Santa will be placed into a glass ball. If you press the same button again, this Santa will be released. If there's one Santa on a catching point and one in a glass ball, they exchange their positions.

You may also change an active catching point by pressing RIGHT and LEFT buttons.

The board on the wall shows you how many Santas you have to lead out of the labyrinth to get to the next level.

This is how you get points: 5 points for 3 Santas, 15 points for 4 Santas, 100 points for 6 Santas, 200 points for 7 Santas, 500 points for 8 Santas, 1000 points for 9 Santas, and 5000 points for 10 Santas. If there's no more space for arriving Santas, the game will be over. The game is getting more difficult at every next level (there's 10 of them).



## 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