



## 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.

## Save the Show

The show is about to begin. But there's an unforeseen accident: Gonzo lost not only his way in the backstage but also his horn. Playing a role of Kermit, you should find Gonzo and the horn in labyrinth rooms and finally bring Gonzo to the stage. Control with UP, DOWN, RIGHT and LEFT buttons or with joystick. You can have a look of your, Gonzo's and horn's location by reducing the labyrinth plan (ENTER button). Hurry up and manage it in set time (left till the show begins), which is shown in the upper part of the screen. Some labyrinth rooms are locked and you have to find appropriate keys to unlock them. Be careful, a lot of mummies stroll through the labyrinth and if you come across them there will be a fight and you will lose some precious time (40 sec). If the time is up, there will be no show and the game is over. But if you manage the level, you'll hear a flourish and a storm of applause of thankful spectators. And if manage to get to the end of the game (having passed more than 10 levels which get harder), you'll see an unforgettable Gonzo's performance (he blows the horn!).



## 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