



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.

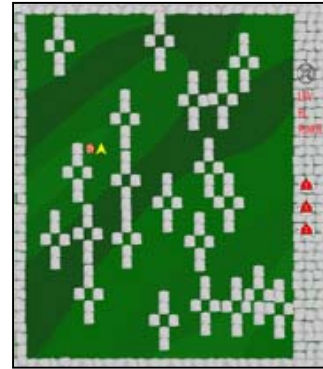
We develop both single- and multi-player mobile games of all genres: Arcade, Classic, Logic, Maze etc.

Blocker-Master

The goal of the game is to block the enemies that are running among stones. The game is taking place inside of a maze. The maze is made of stone cubes, placed in a random way. Vicky can move the stones and in this way he blocks an enemy. Each time Vicky bumps into the enemy, he loses one of his lives.

You get points immediately after the enemy has been trapped and disappeared afterwards.

The game consists of several levels. At the first level, Vicky has one opponent. At the second, he has two of them and so on. At each level Vicky's given three lives.



Technical Details:

- Type: J2ME
- Sound: yes
- Highscore function: available on request
- Supported phones: Nokia 7650, Nokia 3650, Nokia N-Gage, Siemens S/SL 55, Sharp GX10 and other