



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.

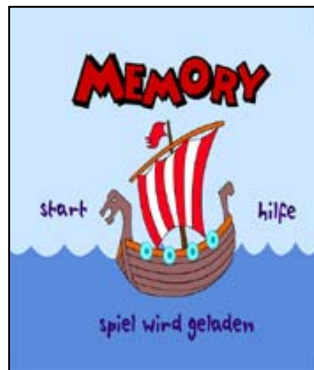
At present time mobile games are completely comparable by quality with PC games. They include beautiful 2D and 3D graphics, involved action, high program logic and great number of levels.

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

Memory

This is a memory training game. The game improves not only memory but concentration as well. The goal of the game is to remember a character hidden behind shutters and try to find its twin.

The game includes 10 pairs (another number of pairs is possible) of characters from a famous animation film "Wickie". If there is the twin of the just opened one behind the second opened shutter, these 2 characters remain revealed. If there is a different one behind the second shutter, both shutters close. Now you know the location of two characters. By the method of attempts, you should remember their location and open these 10 pairs one by one.



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.