



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.

Wanderlust

The goal of the game is to find the exit out of the maze.

Snoopy and his friends, little Woodstocks, get into a scrape – they're lost in a park. Snoopy has to find all his friends – the number of which increases from level to level - and lead them out from the thicket.

The time is limited and to increase it, Snoopy has to pick up the stars.

There are several levels of difficulty.



Technical Details:

- Type: J2ME
- Sound: yes
- Size: 100 kb
- Highscore function: available on request
- Supported phones: Nokia 7650, Nokia 3650, Nokia N-Gage, Siemens S/SL 55, Sharp GX10 and other