

N-GAGE  
NOKIA

THE OFFICIAL N-GAGE TRADE MAGAZINE

# INSIDER

ONLY ON  
N-GAGE

Issue #2 December 2004



Worms invade  
the N-Gage

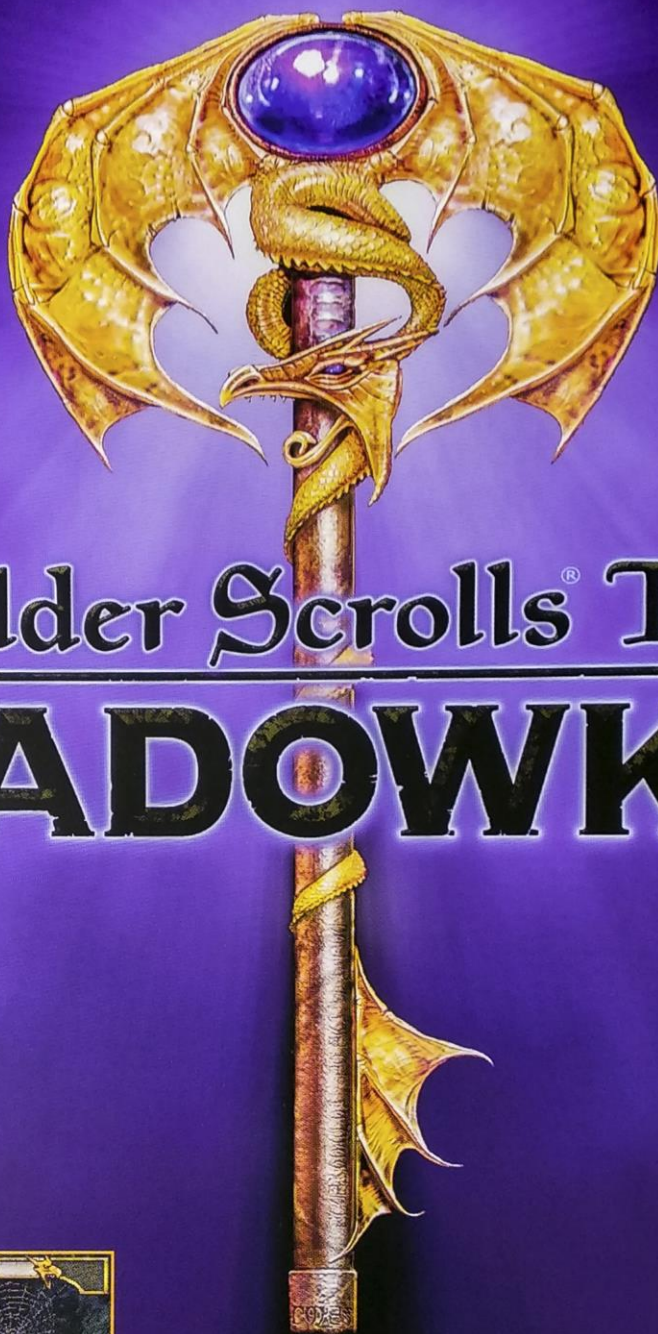
The N-Gage Arena launcher

Pathway to Glory  
-mobile gaming redefined

→ HIGHLIGHTS



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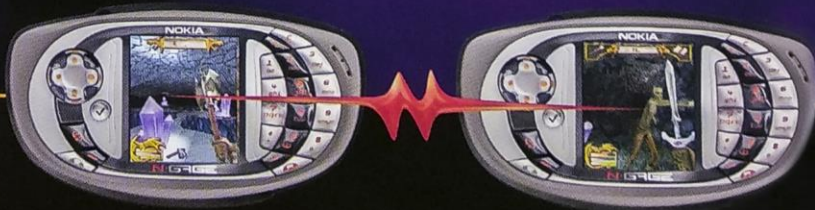


# The Elder Scrolls® Travels

# SHADOWKEY™



Fight evil forces in **The Elder Scrolls Travels: Shadowkey**. Try it on your N-Gage™ game deck with special features. Immerse yourself in the action-packed RPG gameplay. Play the classic Elder Scrolls nine character classes and eight character races. Shadowkey features over 25 magic spells, more than 60 NPCs, over 100 weapons and items, and an N-Gage exclusive Bluetooth connection. Wireless multiplayer gaming on the pocket-sized N-Gage game decks. [n-gage.com](http://n-gage.com)



**N-GAGE** anyone  
NOKIA anywhere

**Bethesda**  
SOFTWARE

**Vir2L**  
STUDIOS

**TKO** software

**ZeniMax**  
MEDIA INC.

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# News and bulle

N-Gage Mobile Fan Packs combine the sights and sounds of the most popular N-Gage games, which gamers can then use to personalize their N-Gage game deck. Each Mobile Fan Pack includes items such as ring tones, message alert tones, multimedia message (MMS) animations, N-Gage Arena launcher skins as well as background images to display on your N-Gage idle screen. For example, now fans can have a sergeant from *Pathway to Glory* yelling 'Fire in the hole!' as a ring tone.

N-Gage Mobile Fan Packs are downloadable for free for all registered N-Gage Arena users with an appropriate carrier data plan. Gamers can download their favorite Mobile Fan Pack either via the N-Gage Arena launcher application on their game deck or via the N-Gage Arena website.  
(<http://arena.n-gage.com>)

Currently, Mobile Fan Packs are available that feature *Pathway to Glory*, *Ashen*, *Crash Nitro Kart* and *The Sims Bustin' Out*. More Mobile Fan Packs will be added soon, featuring upcoming the latest N-Gage games. ←

**It's official: the N-Gage is a roaring success. Over one million N-Gages have been sold worldwide – and it took the N-Gage less than a year to reach that impressive milestone.**

At London's EGN Show in September 2004, Ilkka Raiskinen, Senior Vice President, Games Business Unit at Nokia, proudly pointed out that GSM mobile phones had been on sale for 22 months before they passed the million-sales mark, and that it took Apple's iPod 17 months to break the same barrier. Yet the millionth N-Gage was sold a mere ten months after launch.

With 150,000 N-Gage users now registered on the N-Gage Arena, it is clear that the N-Gage platform is now a major force in the portable gaming world. And with a stunning collection of new games in development, the N-Gage community can only expand. Roll on the next million! ←

Nokia has developed a portfolio of exciting and innovative accessories to complement the N-Gage platform. Ranging in price from \$10 to \$50, they vary from simple community-building objects to technically complex Bluetooth devices, and are designed to give consumers an even more immersive experience of the N-Gage brand.

The initial accessory range includes N-Gage-branded bags, straps, carrying cases, stickers and screen cleaners, but will be expanded to include audio and Bluetooth products that expand the N-Gage gaming functionality.

Nokia is also making available a connectivity accessory designed to improve game deck connectivity with personal computers. This USB "dongle", which can be attached to PCs to facilitate Bluetooth communications with N-Gages, is called the BToes USB Bluetooth Dongle, and is manufactured by Micro-Star International (MSI).

The accessory range guarantees retail margins comparable to game title sales, and will give retailers more opportunities to build retail presence for the N-Gage experience. Although the technically more complicated items will not be available until 2005, an N-Gage accessory catalogue will become available at the end of 2004. Depending on the country, it will be possible to order the accessories from Nokia or from leading accessory distributors. ←

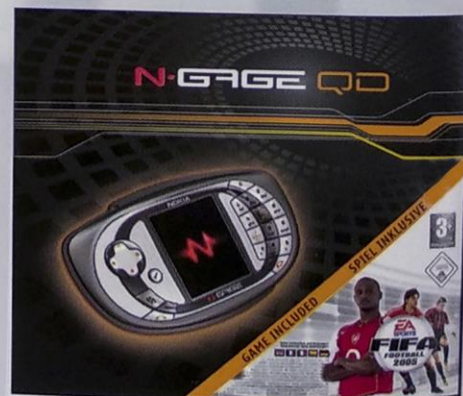


## Bundles o

**As Christmas approaches, N-Gage retailers in all global regions will be able to boost sales thanks to a number of exciting new bundles featuring N-Gage QD and some hot new games. These keenly priced added-value bundles are bound to prove very attractive to consumers and drive N-Gage retail sales to new heights.**

In the EMEA region, three new bundles will be introduced. From the end of October, it will be possible to buy an N-Gage QD bundled with *Crash Nitro Kart*! and *SonicN* (for €229-239). From the beginning of November, a bundle comprising an N-Gage QD and *FIFA Football 2005* (priced at €219-229) will arrive in the shops. And from the beginning of December, the N-Gage QD will also be bundled with *Pathway to Glory* (€239-249).

Prospective US and Canadian N-Gage purchasers will be tempted by a very attractive bundle which will be in retail in time for Christmas 2004. For US\$199 they will be able to buy an N-Gage QD with *Tony Hawk's Pro Skater* and *The Sims: Bustin' Out*, plus a bonus CD



# etins



# f fun

providing previews of games including Pathway to Glory, Fan Packs for The Sims: Bustin' Out and Ashen, plus trailers for forthcoming games. Also included in the pack will be a collectible screen cleaner and a mobile charger adaptor.

In the Asia-Pacific region, there will be N-Gage QD bundles in the shops in Christmas 2004, but due to the diversity of the region, they will vary from country to country, so retailers and distributors should remain in close touch with their local Nokia representatives. ←

The Christmas N-Gage line-up is covered in the main section of N-Gage Insider, but a stunning 2005 line-up beckons N-Gage gamers, bringing a strong portfolio of pedigree games franchises and innovative new forms of mobile gameplay to the N-Gage platform.

The N-Gage game deck will enjoy its most exciting line-up of new games yet, including **X-Men Legends**, **WWE Aftershock**, **The Roots: Gates Of Chaos**, **Xanadu Next**, **ONE**, **Leisure Suit Larry: Pocket Party**, **Glimmerati**, **Civilisation**, **Rifts: Promise of Power**, **Catan** and **Tom Clancy's Splinter Cell: Chaos Theory**.

**WWE Aftershock**, **Civilization**, **X-Men Legends**, **Tom Clancy's Splinter Cell: Chaos Theory** and **Leisure Suit Larry** need little introduction, as they are among the most successful and best-loved games ever. Until now, though, none have appeared on a mobile games device as versatile and feature-packed as the N-Gage.

**THQ's WWE Wrestling** is the officially licensed, hugely successful wrestling simulator, and **WWE Aftershock** for the N-Gage features 3D graphical representations of WWE superstars plus a variety of single and multiplayer modes.

**Civilization** is the first God game for the N-Gage – arguably, it was the game which invented the God genre. Ubisoft's **Splinter Cell** defined stealth gaming and the all new **Chaos Theory**, which features absorbing co-operative multiplayer, will take the genre to new heights. The software is already looking truly stunning and it's set to redefine what a mobile games platform can do.

Emphasising that N-Gage games can appeal as much to adults as to youngsters, **Leisure Suit Larry: Pocket Party** casts N-Gage users as the hapless, socially unskilled Larry Lovage, who will do anything to become the boyfriend of Rosie Palmer, head cheerleader at Larry's college.

Activision's **X-Men Legends** will also break new ground, as it mixes up beat-em-up gameplay with RPG elements, supports four-player missions via Bluetooth and promises a meaty 40 hours of gameplay.

**The Roots: Gates Of Chaos**, is the fantasy action role playing game prequel to the PC release in 2005 that takes place in a huge 3D world, and supports co-operative multiplayer.

No fewer than five games exclusive to the N-Gage platform are in development: **Xanadu Next**, **ONE**, **Glimmerati**, **Rifts: Promise of Power** and **Catan**.

**Rifts: Promise of Power** is based on the cult pen-and-paper RPG. Featuring a storyline in which rifts of energy pull creatures including wizards and robots into a post-apocalyptic world, **Rifts: Promise of Power** is shaping up to be one of the biggest mobile games of the year. **Catan**, the first N-Gage game published by Capcom, is a brain-sport strategy game based on a board game, supporting four-person multiplayer, in which gamers compete to build roads, settlements and cities on new land.



**Glimmerati**, developed by Nokia, is a new original driving game with an intriguing plot and stunning graphics

**ONE** is set to innovate the 3D fighting genre in 2005. With real urban environments and an innovative online ranking system, it promises to generate a brand new gameplay experience.

And reinforcing the impression that the next wave of N-Gage games will appeal to hardcore gamers as much as casual ones, **Xanadu Next** is a gorgeous-looking 3D RPG, mixing action and puzzle-solving.

When these games arrive, the N-Gage platform's games portfolio will cater for all types of gamers, no matter what their personal tastes. ←

# N-Gage QD

The newest addition to the N-Gage family – the N-Gage QD – is now available around the world. Although designed to complement rather than replace the original N-Gage, the N-Gage QD boasts a number of improvements over its predecessor.

Most obviously, the N-Gage QD has a different shape to the original N-Gage: although slightly thicker, it has a smaller surface area. Underneath a rubber strip running around the middle of the N-Gage QD is a so-called hot-swap MMC card slot, which allows gamers to change game cards without opening the machine up. When a new game card is put into the slot, that game will launch automatically.

The N-Gage QD's phone speaker and microphone are built into its front surface, so when using it as a phone, you speak into the front rather than the side. The updated active matrix colour display measures 176x208 pixels, and can display

4,096 colours. A different battery to the original N-Gage gives up to five hours' talk time, up to 10 hours' gameplay and up to 11 days standby.

A built-in N-Gage Arena launcher makes it very easy for N-Gage QD owners to access the N-Gage Arena online commu-

nity with the minimum of button presses. Like the original N-Gage, the N-Gage QD supports GPRS class B data communication and Bluetooth 1.1 local communication. But unlike the tri-band N-Gage, the N-Gage QD is a dual-band phone, with two variants (one for the Americas and one for Europe and Asia Pacific). ◀



# Connect, Compete, Conquer

Wireless multiplayer gaming & community in the N-Gage Arena

Want to take your gaming buddies with you, wherever you go? Want to check on your high scores, no matter where you are? How about challenging your best friend to a quick game of *Pathway to Glory*, even if he's half a world away?

That's the power that the N-Gage Arena brings to the mobile gaming world.

Unique in the mobile games market, the N-Gage Arena adds a slew of fantastic network features to N-Gage titles that will attract your customers. Depending on the game, these can range from bonus downloads and high score rankings for solo games, to a full-fledged, massively multiplayer world in a title like *Pocket Kingdom*. The N-Gage Arena offers all this - and more - to you and your customers. Best of all there's no extra charge.

Gamers have three ways to access the N-Gage Arena's rich content offerings: through in-game menus, through the website (<http://arena.n-gage.com>), or through the N-Gage Arena launcher. The launcher is a standalone application that comes pre-installed on N-Gage QD game decks (and it's a free and easy download for the original N-Gage device).

## Online Gaming

Multiplayer wireless gaming enters a new age with N-Gage Arena-enabled titles like *Pathway to Glory* and *Worms World Party*. No longer do gamers have to play solo on

their portable gaming devices, or hope somebody is nearby with a Bluetooth connection or a cumbersome set of cables and wires. By simply logging into the N-Gage Arena via a GPRS connection, they can find someone to compete against, no matter where they are in the world.

## Rankings & Tournaments

Sometimes it's not enough just to play - gamers play to win. The N-Gage Arena features a robust series of leader boards that display live game rankings, giving gamers up to the minute scores that let them know who's on top. In addition, periodic tournaments offer additional opportunities for community-wide bragging rights.

## Friends & Opponents

Speaking of community, the N-Gage Arena

has all the features a gamer could ask for, conveniently packed into a mobile device. Chat, Message Boards, a Friends List and Player Profile Pages keep gamers in touch with each other, and let them know who they're playing against.

## Exclusive Content

And that's only the surface. Using the N-Gage Arena, members have access to exclusive game content, tips and tricks, free downloads like fan packs and new ringtones, as well as up to the minute news alerts that keep them informed and excited about the N-Gage community.

There you have it: without the N-Gage Arena, you're just not getting the most out of your game deck. It's the place to be for the serious N-Gage fan. ←

# N-GAGE ARENA



The N-Gage Arena launcher: your gateway to online community.



Gamers from around the globe battle it out in *Pathway to Glory*.



*Pocket Kingdom* lets players auction items to each other.



Pre-game chat in a *Worms World Party* lobby.



Ashen's leader board is updated around the clock.

# Ilkka Raiskinen Executive View

**It's all about the games, says Ilkka Raiskinen, Senior Vice President, Games Business Unit at Nokia, with a stunning portfolio of games including Pathway to Glory and Pocket Kingdom: Own The World in place for the crucial forthcoming Christmas season.**

"Now that the N-Gage is established in retail channels throughout the world and we have set up the necessary partnerships, we are highlighting innovations from the content side. Everyone knows that when you really start innovating, in terms of gameplay ideas and content, it takes time. Now, with this Christmas' line-up, we are coming out with innovative titles such as Pathway to Glory and Pocket Kingdom, containing lots of new ideas with which we can enrich the gaming experience, things like chat and voice communication inside the gameplay - all of which come in a package which is so small that it's always with you.

It's all about creating new types of gaming experiences, and it will be really exciting to see what the consumers' reaction will be. We feel we are approaching a very critical period, because very many of the ingredients of the N-Gage vision are already actually out there. So the vision is slowly becoming a reality and the next few months will be very important.

When you are trying to navigate challenges, you need to be light on your feet and quick to react. You need to have a vision and you need feedback on that vision. The introduction of the N-Gage QD shows that we are listening to the public and our consumers. Everybody believes that mobile gaming will be big - Electronic Arts, for example, recently asserted the importance of this emerging market - and Nokia is committed to mobile gaming, we've made our mark in it and now we are trying to be really aware of our customers' wants and needs.

We are very proud that we have sold more than one million N-Gages - when digital technologies originally came to mobile phones, it took longer to sell the first million than it took for the N-Gage. But the market is extremely dynamic, so the Nokia approach is not about quantifying our expectations and getting into hard figures, but about how fast we can learn and react to market change. We are happy with the feedback we are getting from the N-Gage Arena - that, for us, is really key. We know that we can make devices. But can we provide something that is meaningful in terms of

the end-user experience? If you are out there somewhere and want to play with somebody, first you need to find an opponent, then to set up a game, find out how good they are and communicate with them. That is what the N-Gage Arena brings. It is a framework for playing games with your friends, and it is up to the games developers to use its features. We are especially encouraging them to use the communications features. And now that more than 150,000 users worldwide are registered on the N-Gage Arena, it has already become a significant gaming community.

The forthcoming holiday season is very important for us. The games industry is all about the Christmas market, when everybody comes out with their best titles. It's where you really see where you are. It is important for us, because it is the first Christmas where we have a good, solid portfolio of new titles, so we want to see how people are buying, where people are buying and what kind of people they are.

Pathway to Glory is a big title for us, because it was developed, managed and designed by Nokia and features a lot of new technology for the N-Gage platform, including voice communications and in-game messaging, and support for a lot of players challenging each other. It's a kind of bridge to the mobile online gameplay of the future. Eventually, technologies like 3G and Wi-Fi will come to the mobile arena, and it will be interesting to see how such technologies can enhance gameplay.

This Christmas will also see some very attractive bundles featuring the N-Gage QD and various games. Bundles are crucial because the N-Gage is still

a phone, so you have complexities such as SIM cards, subscriptions and data services, and then you have to get the games and put everything together. So bundling this way, so that consumers can have everything needed in one convenient form, makes it much easier to sell, buy and use the N-Gage.

It is still very early days. We have to remember that some games companies have been around since the 19th century and we have been out there in the games industry for less than one year. But we are happy with developments so far. Make sure that, this Christmas, you check the titles, see why we are different and what the benefit is for consumers. The key message right now is: "Check the games". ◀

**Ilkka Raiskinen**  
Senior Vice President,  
Games Business Unit at Nokia



**In the diverse Asia-Pacific region, the N-Gage is taking off despite only recently being introduced to many countries, says Rick Gawdat, head of Games for Nokia in Asia. Country-specific bundles and locally developed games will make it even more of a success, he adds.**

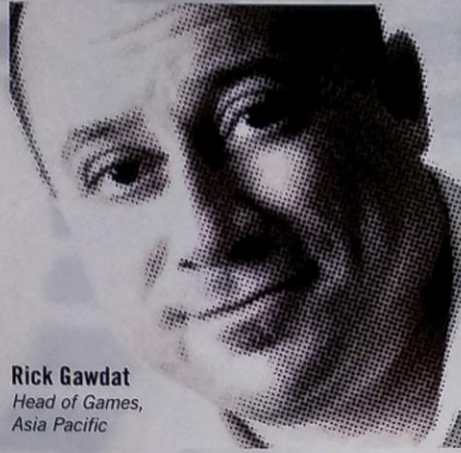
"N-Gage and the whole concept of wireless multiplayer gaming is working quite well in this region. It is tending to be adopted quite strongly by what we call emerging markets, like India, Indonesia, Malaysia, Thailand, the Philippines and Vietnam. This is a very diverse area – none of those markets have much in common apart from one thing: content piracy.

In terms of infrastructure, culture and retail setup, it's very diverse, which creates a bit of a challenge for us. And then we have Australia in the middle of APAC, which is different because it is a developed market. Bear in mind that India and Indonesia are very new to us – we only started selling there in May, so we're still developing those markets. We only started selling in the Philippines last month, and we're just developing Vietnam right now.

When it comes to wireless gaming, in a market like Indonesia, for example, with a developing economy, affordability is an issue. But Indonesia has great GPRS mobile coverage, so it has adopted mobile gaming

very quickly, because of the ease of getting online. India has less extensive GPRS coverage, so we have to come up with different ways of servicing that market. But again, we are getting some early successes there. In Thailand, piracy is big problem – you can pick up all sorts of games. So we've got a content challenge there.

The Christmas period is key as, traditionally,



**Rick Gawdat**  
Head of Games,  
Asia Pacific

that is when most game brands release their key titles and we're part of a global games business. This Christmas, we will launch a lot of rich titles, which will give us successes in some markets.

At the same time, we've introduced a new low-priced tier of titles into this region - for example, some of the original launch games.

That is a big thing over here because we've brought it down to a position where you can buy the pirated version of some titles but, for a few dollars more, you can actually get the real version – and with the pirated versions, you can't get onto the N-Gage Arena to play games.

We're also looking at introducing a number of value-added applications for the different markets. They will reflect how each market wants something different. Singapore and Australia want strong content. Thailand wants a strong retail offer. The Philippines want a good operator message; Indonesia must be price-driven. India has to be tournament or competition-driven. So what we're coming up with are value-added content, application or promotional offers for each individual market.

Pathway to Glory will be successful over here, but Pocket Kingdom will probably be even more so. Here, everyone loves playing role-playing games in which you build avatars and communities. We need to be careful that we support more region-specific content in Asia-Pacific. We're taking games like Ragnarok and working with developers and publishers in this region to come up with specific great games titles that can be played using the N-Gage QD any time, over the air, anywhere. It's mobile massively multiplayer online gaming." ←

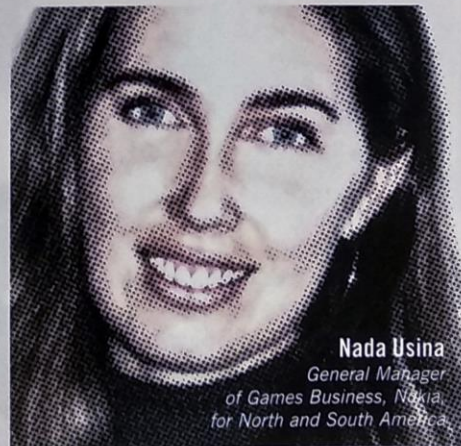
**Burgeoning partnerships with and support from both traditional games retail channels and mobile phone carriers plus hot games mean that the N-Gage platform is fully geared up for a hot Christmas in North and South America, says Nada Usina, Nokia's General Manager, Games Business, for the Americas.**

"We have really focused on educating the customer and all of the people pushing our product in retail and carrier channels. All the major GSM carriers are on board at this time. We've got really solid support from each of them: Cingular, AT&T Wireless and T-Mobile are all carrying the N-Gage direct, and they are starting to show up in indirect stores throughout the nation, with some really great promotions for consumers. The current bundle of the N-Gage QD plus Tony Hawk's Pro Skater is giving us starting price of \$199 for the bundle, without a subsidy or activation. Also we are seeing \$149, \$99, \$49 and for the holidays there is a big push of FREE net net to the customers with activation.

We're seeing Cingular, as an example, really getting behind the product – they have gone on national television with campaigns showcasing the N-Gage QD and several titles. And we're seeing all the carriers take several of the titles that we have this year, which is really good news: we're starting to see two industries – games and mobile phones – beginning to talk to each other.

The carriers are working very closely with us to really provide the optimal consumer experience, allowing access to all the rich features that the N-Gage QD provides. So for example, T-Mobile has an "all you can eat" data plan for \$9.99 per month that includes sending messages, accessing the N-Gage Arena, accessing GPRS, MMS, SMS etc. So that's really a positive message for consumers.

We're also seeing the traditional games retailers embracing some of the models that



**Nada Usina**  
General Manager  
of Games Business, Nokia  
for North and South America

are traditional for the carrier industry. For example, Electronics Boutique throughout the US is now testing as a T-Mobile dealer agent. So consumers who walk in can get T-Mobile activation on the spot. Also, for the first time in the US market we will have an N-Gage QD prepaid offer through Cingular

so that customers can grab a QD and go with no long term plan needed. This is really great for people looking to purchase a gift for the holidays or for anyone who is credit challenged and can't get credit card approval for a traditional carrier plan. This pre-paid offer will be available this holiday season at select retailers nationwide in the US.

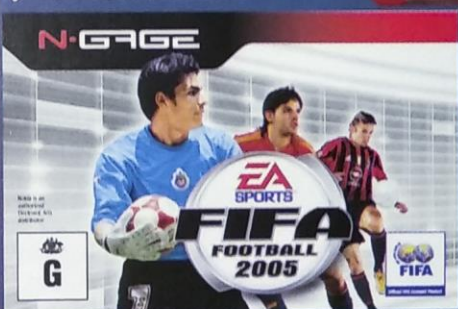
I would say overall, we have got a really good reaction to N-Gage games, not only from the industry but from consumers. We are certainly very excited about our original titles like Pathway to Glory, but also some of the unique things that are coming – for example the first mobile massively multiplayer online game, Pocket Kingdom. At the same time, we have a lot of really solid franchises that are coming up this holiday season: for example FIFA Football 2005 and Call of Duty.

We're very excited about the holiday season. We have a great device and a great line-up of titles, the world's only massively mobile community and, overall, we are working with all of our partners to educate the consumer base.

This holiday season, mobile phones will be the hottest gift, and gamers want the best gaming experience. No other device combines both those things. There should be three things you don't leave home without: your keys, your wallet and your N-Gage QD. ←



→ FIFA FOOTBALL 2005



Publisher: ELECTRONIC ARTS™

Genre: SPORTS

Bluetooth: 2 PLAYERS

Street date: OCTOBER 2004



The hotly anticipated FIFA Football 2005 for the N-Gage game deck is simply the most sophisticated and comprehensive football game yet to appear on a handheld machine.

With its astonishing combination of 2D and 3D graphics, official licence from world football's governing body, FIFA, and representations of over 10,000 professional players taken from 50 football leagues across the world, it will let N-Gage users take charge of their favourite football

teams, no matter what country they come from.

FIFA Football 2005, which is the first sequel game for the N-Gage platform, following 2003's FIFA Football 2004, includes all the core functionality found in the enormously popular console and PC versions of the game. The FIFA Football franchise, published by Electronic Arts, the world's biggest publisher, is thought to be the world's most popular sports game franchise. Since the first FIFA game went on sale in 1994, the franchise

*"This year's version, which will feature improved graphics and run speed, as well as branching into N-Gage Arena functionality, looks like it will be everything it's predecessor was – and more."*

- GameSpot



# FIFA FOOTBALL 2005

has sold over 23 million units worldwide. That reinforces football's status as the world's most popular sport, as well as emphasising the quality of FIFA Football videogames.

## GAMEPLAY

On the N-Gage platform, FIFA Football 2005 features four play modes: Friendlies, Challenges, Career and Multiplay. Friendly mode allows you to find your favourite team swiftly and play a one-off match against opposition of your choice.

Challenges are new to the FIFA franchise. As the name suggests, they set you a variety of footballing challenges, derived from real-life footballing results from the last three years. There are two types of Challenges: Route and Comeback. Route Challenges involve stringing together a string of results across a number of matches, whereas Comebacks throw players into tricky match situations (in which, for example, players may be trailing opposition), in order to test their playing skills to the full. There are 10 Route and 10 Comeback Challenges, of which four (two Route and two Comeback) must be unlocked through completing the other challenges. Career mode allows players to

forge a footballing career, by picking virtual representations of the league or cup competitions which most appeal to them. Multiplay, meanwhile, is as diverse and flexible as any N-Gage sports game ever made. Up to four players are supported via Bluetooth, in various possible ways. Two players can take each other on head-to-head or play co-operatively against the computer AI. Three players can play co-operatively against the AI or two players can co-operatively play against one other player. Four players can play co-operatively against the AI or take each other on three versus one or two versus two.

Among the impressive features in FIFA Football 2005, which reinforce the message that FIFA Football 2005 lacks nothing significant in comparison with the console versions of the game, are ordinary and chipped passing, an intuitive shooting engine and player speed-up; fine control over free-kicks and goalkeepers; normal and slide tackling; and selectable players. FIFA Football 2005's artificial intelligence, which controls the computer players, has been rewritten since FIFA Football 04, making the AI players move and act much more realistically. New player animations and a rewritten 3D

graphics engine mean that FIFA Football 2005 is surely the most impressive N-Gage sports game yet, as far as graphics are concerned. Simply, handheld football videogames do not get more realistic, sophisticated or absorbing.

## KEY N-GAGE FEATURES

FIFA Football 2005 supports a number of N-Gage Arena features which are guaranteed to enhance players' enjoyment of the game – and provide the best players with plenty of chances to parade their skills and abilities. You can upload replays showing highlights of your best goals to the N-Gage Arena, and download highlights of your friends' best goals. Players will be able to vote on which of the uploaded highlights are the most impressive – offering a chance to be perceived as the top FIFA Football 2005 player in the world. And players can upload "prestige" points, earned as they progress through Career Competitions.

Key point: The most complete and visually impressive football gaming experience available on a handheld, featuring the world's best players and head-to-head plus co-operative play via Bluetooth. ←

# PATHWAY

**Pathway to Glory, when it goes on sale in November 2004, will redefine our perception of mobile games. The world's first ever true mobile online game, it defines a new form of gameplay in which N-Gage users will be able to play against each other, no matter where they are based in the world.**

A World War II action-strategy game, it can be played online, via GPRS and the N-Gage Arena, locally by up to six players via Bluetooth, and solo on a single N-Gage.

In gameplay terms, each of Pathway to Glory's missions puts players in charge of a squad of soldiers, fighting on battlegrounds that have been modelled from real World War II locations that range from Utah Beach in Normandy to Sicily. The game is a hybrid of real-time and turn-based; clever innovations mean that it flows like a real-time game, even when opposing players are taking their turns.

Pathway to Glory players are allocated a certain amount of Action Points before each turn, which they can use to move their squad members and assign orders. Squad members can take control of vehicles such as tanks and jeeps, heal their wounds, swap weapons and change stance when, for example, dug in for ambushes. The battlegrounds sustain realistic damage as missions' progress, and there are 14 single-player missions with varied objectives, such as "search and destroy" strategic targets.

One key aspect of Pathway to Glory is its "interrupt" mechanism, which allows players to make defensive manoeuvres while their opponents are making their moves. This ability highlights the importance of the global battlefield map, accessible via a single button-press, which gives a top-down view of the entire battlefield, as opposed to the standard isometric view of a part of the battlefield. Up to four people can play the solo missions co-operatively, and depending on skill, it will take between 14 and 30 hours to complete the solo missions.

There is also a hot-seat option, which allows N-Gage users to play Pathway to Glory either co-operatively or competitively on a single N-Gage, taking turns to make moves.

For added realism, real-life soldiers from the Finnish army were frame-captured to provide the animations in Pathway to Glory, and the soldiers have been given distinct voices and personalities (in addition to differing combat skills). Should players lose one of their senior officers, they will be able to train new recruits; but Pathway to Glory's designers hope that players will become emotionally involved with their virtual soldiers.

## **STRONG FANBASE ALREADY PRIOR TO RELEASE**

Tens of thousands of N-Gage users have already experienced a taste of Pathway to Glory's delights, thanks to a free downloadable demo with a sample of what makes the game so great, which was first distributed on 9 August 2004. Having experienced the game's fluid, involving gameplay and stunning graphics, they will now be desperate for the full experience. Pathway to Glory is already an award-winning game: it won the GameSpot Best In Show – Best N-Gage Game Award at the E3 Show in Los Angeles in May 2004.

## **MULTIPLAYER**

Pathway to Glory really comes into its own when played in one of two multiplayer modes: Global Battleground or Local Battleground. Global Battleground operates via the GPRS high-band-

*"Demanding, flexible and lavish, Pathway to Glory's multiplayer potential is still huge"*

**EDGE**

*"A true triple-A title for N-Gage."*

**gamespy**



**Best N-Gage game**  
- GameSpot

# PATHWAY TO GLORY™

width mobile network and the N-Gage Arena, and it allows large amounts of N-Gage users, possibly based in different countries, to connect, cooperate, communicate and compete.

In the Global Battleground, there are a number of options for setting up and playing games: users can create a game, search for friends from N-Gage Arena buddy list, communicate using the revolutionary Field Radio feature, and even climb up the Global Military Ranking system. Each game can use three missions from the pool of 12 multiplayer missions, and depending on whether players decide to be part of the Axis or Allied forces, they may have to return to attack or defend bases from previous missions, which will still bear the scars, and dead soldiers from previous battles. Bomb craters, for example, will affect the way in which soldiers and vehicles can move, so gameplay alters accordingly. Thus, the online Pathway to Glory worlds are persistent – just like in the most sophisticated, non-mobile multiplayer online games.

A revolutionary Field Radio system allows Pathway to Glory players on the same team to send voice messages to each other during the course of a game, which are played back as if they had been received on a radio in the field.

This is a world first for a mobile game. Players can also send predefined text messages to each other in order to, for example, call in air-strikes.

In the Local Battleground, up to six players can compete with or against each other, in the same manner as and using the same maps as the Global Battleground – except via Bluetooth rather than GPRS.

#### KEY N-GAGE FEATURES

Pathway to Glory makes more extensive use of the N-Gage game deck's unique features than any previous game. It's most exciting aspect is the Global Battleground, which, for the first time in history, enables PC quality online strategy gaming on a mobile platform. A host of downloads, tactics and discussion will generate a thriving Pathway to Glory community on the N-Gage Arena. Pathway to Glory provides a compelling blueprint for the future of gaming on the Nokia N-Gage game deck.

#### POINT-OF-SALE BATTLEFIELD

Standing out from the crowd Pathway to Glory has an extensive range

of pre-launch and post launch POS support (see POS pages) to compliment the advertising and PR campaign.

#### KEY POINT

The world's first mobile online multiplayer strategy game, featuring fluid and rich turn-based World War II strategy gameplay for N-Gage users in different physical locations via GPRS, six-player local multiplayer and a compelling single-player experience. ←

→ **PATHWAY TO GLORY**

**N-GAGE**

ONLY ON N-GAGE

PATHWAY TO GLORY

NOKIA

GENERIC ARENA ONLINE SERVICES AVAILABLE

**Publisher: NOKIA**

**Genre: STRATEGY**

**Bluetooth: 6 PLAYERS**

**Street date: NOVEMBER 2004**

N-GAGE ARENA

Normandy Chet-Du-Pont 1944 Assign gear for soldier		JOHN 00 2	
Start game			
Alwin Bulowius Rifle	Medkit		
Luther Meyer Blazooka	Grenade		
Leonard Brass Rifle	Radio		
Select	Back		

# colin mcrae rally

## 2005™



It's simple when you think about it. First, no motorsport is more dramatic than rallying: howling cars, flying stones, wild swooping drifts inches from immovable pieces of planet. Second, no rally driver is more recognisable than Scotland's Colin McRae, the ex-world champion with unblinking dedication and a string of top-selling games behind him. What better way to go racing on N-Gage? Simple, when you think about it.

Colin McRae 2005 on N-Gage is taking advantage of it's birthright in many different ways. Firstly, the man himself has considerable input into the game franchise, which has proved invaluable as the series has progressed. "An awful lot of effort's gone into the game," says McRae, "a lot of the guys came on events, they came in the car with me to gather as much understanding as possible."

It's one of the reasons McRae became the dominant name in rally gaming in the first place – originator Codemasters was standing on

the shoulders of giants, gaining valuable insight. "The guys at Codemasters are very well experienced in rallying now," McRae confirms, "but in the beginning I influenced them a lot more, trying to educate everyone about how a rally car works. Nicky Grist (McRae's erstwhile co-driver) and myself have had quite a lot of input from the beginning."

Of course, this accumulated knowledge would be useless if the translation to N-Gage was handled badly. What safer hands to take control, then, than Ideaworks3D, the team behind this year's BAFTA award winning Tony Hawk's Pro Skater? And we didn't use the word 'birthright' lightly: Ideaworks3D has combined the advances of the past four games with a freshly modified version of the original, classic game engine. Yes, what just a short time ago required a bulky home console or PC is now running sweetly on N-Gage. Impressed?

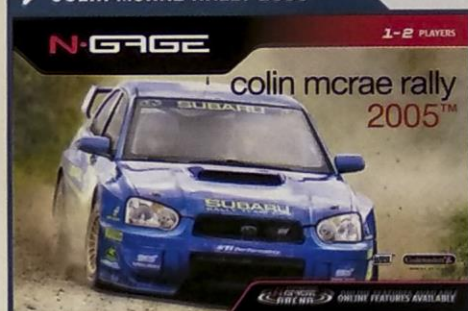
Don't think it's just a wham, bam, sorry-about-the-tree effort, either. There's some serious content here. The Championship brandishes impressive numbers – eight countries, 16 cars, 64 stages – but there's much more to it than that. Cars suffer visual and mechanical damage, meaning strategies in the service area are as important as those out on the stages. It's not possible to fix the car between every single stage and you can only fix the car for 60 minutes – each repair has an allotted duration, with heavier damage taking longer. Driving with damage has obvious disadvantages of it's own, of course. It's comprehensive: the gearbox, turbo, suspension, differential, brakes, steering, electrics, exhaust, drive shafts, axles and bodywork can all be bent like Uri Gellar's spoons, and each condition brings unique problems. Pre-race tuning is also important, covering aspects such as tyres, gears and brake balance. Without all this it would become a pure sprint at the expense of endurance, and that's not what rallying is about.

*"The king of rallies appears for the first time in N-Gage, ready to show it is unrivaled neither in the World Circuit nor in game decks."*

- Antonio Carrasco: Meristation

So how should it be, ideally? McRae is unequivocal: "A rally car at the moment is far more technical than an F1 car... I really think we should go back the other way because that's what rallying's all about." Say hello, then, to an impressively wide car collection, including some true icons. A 1967 Mini Cooper S and MGC Sebring Special provide classic shapes, while Peugeot's 205 T16 and the absurd MG Metro 6R4 add fearsome Group B performance. McRae actually owns one of the latter: "I enjoy driving the older cars, the classic cars, so for me the opportunity to do that in the game is great." Other highlights include the Subaru Impreza 22B and the Toyota Celica GT-Four – from Colin's favoured era of the mid-90s – and a host of 2WD cars, such as the VW Golf, Renault Clio and Citroen Saxo. Naturally though, four-wheel drive remains key, and the Impreza WRX, Citroen Xsara and Mitsubishi Lancer Evo VIII will prove a considerable draw. A very special Volkswagen Golf R32 and Audi A3 Quattro round out the 4WD class, plus the Peugeot 206 to complete the N-Gage rally experience. ←

## → COLIN McRAE RALLY 2005



Publisher: **CODEMASTERS**

Genre: **RACING**

Bluetooth: **2 PLAYERS**

Street date: **NOVEMBER 2004**



Designed and published in conjunction with Sega Mobile, Pocket Kingdom is the first global mobile massively multiplayer game, and the only game of it's nature for a handheld gaming system. Previous N-Gage titles have grazed the surface of what is possible with N-Gage Arena functionality, but Pocket Kingdom is the first to really stretch the boundaries of what's possible.

By integrating a tailored version of version of the N-Gage Arena launcher application, an auction system for in-game items (where players can sell stuff to make "loot" the official in-game currency), a global ranking system (which incorporates the "Looterboard", the game's equivalent of the Forbes list), a news service with tips and hints, message boards, instant messaging, and buddy list management are all features that can be accessed by the player from within the game world. This makes Pocket Kingdom one of the most robust online gaming experiences on any platform, let alone on a handheld system.

When asked by GameSpot recently what the primary influences of the game were, producer Scott Foe responded, "Heroes of Might and Magic, Military Madness, Warsong, and Advance Wars are all sort of ancestors of Pocket Kingdom," he explained. "The great strategy communities that fans have built over the years are our greatest inspiration though." There's also a distinct flavor of Pokémon in Pocket Kingdom's recipe too, as players collect hundreds of different characters to fight with while also gathering items from the game world, which can be developed into useful items if you have the necessary alchemic or scientific technology. According to Foe, more than 50,000

unique permutations are possible, and these help fuel both the combat system of the game, as well as the economy of the world as players sell unique items to each other.

"Here's a question for you," Foe asked. "Are you Gosu? Gosu is Korean slang for high-handed. A Gosu is basically the cream of the crop; he's a gamer that plays like a god. Our game will answer that question. Noob and Gosu are actual ranks in PK and the beauty is that it's all tracked in one world. There are no regional servers. Every time you log on, you'll actually know exactly who owns the world! In fact, you'll even get a trophy if you've 'owned' the world." ←

# Pocket Kingdom

OWN THE WORLD

POCKET KINGDOM OWN THE WORLD



Publisher: SEGA

Genre: MASSIVELY MULTIPLAYER  
ONLINE MOBILE GAME

Street date: NOVEMBER 2004



*"A gem of a title [Pocket Kingdom], the game is set for release this Fall and is on our short-list of must-own N-Gage titles"*

(IGN)

"One of the best examples of RPG in first person, comes to show it remains faithful to it's style, even though now we can enjoy it anywhere."

- Antonio Carrasco: Meristation



# The Elder Scrolls Travels

# SHADOWKEY

Shadowkey is an N-Gage exclusive episode in Bethesda Softworks' award-winning Elder Scrolls series, which celebrates it's 10-year anniversary this year. It's also a series that is currently in the news for being one of the first established franchises to be delivered on the next generation console platforms in 2006.

N-Gage owners will be able to enjoy a unique experience specifically tailored for them much sooner than that though, and they will also see a number of features unique to the platform, notably multiplayer support for up to four players to work together cooperatively using the Bluetooth features of the system.

The gameplay and tone of Shadowkey is in keeping with the legacy of the franchise. Like the console Elder Scrolls games, Shadowkey will let players explore a sprawling 3D fantasy world in which they set out to find several ancient artifacts known as shadowkeys. As their quest progresses, they will have to fight over 50 different enemies in various locales, including ancient temples, bandit lairs, and monster-infested caverns. The game has players exploring an enormous game world that consists of 20 huge areas that span about 18 different environmental themes from caves and mountainsides to frozen wastelands, all viewed using a slick first person perspective that any shooter fan will be comfortable with. The development team at Vir2L Studios has been very careful in the way that it has brought the Elder Scrolls experience to the N-Gage, eschewing the complex interfaces and lengthy narration of it's forebears and instead delivering a more visceral combination of combat and exploration.

According to producer Shane Neville, the game will provide an "average gamer" with about 80 hours of play, this can be experienced using one of 72 possible characters thanks to the inclusion of eight different races and nine different job classes, all of which should be familiar to fans of the Elder Scrolls universe. The various character classes all carry different abilities and bonuses, meaning that most players will enjoy a unique experience based on their choices.

"Fans of the Elder Scrolls series are going to be thrilled with the quality and level of detail that has gone into producing Shadowkey for the N-Gage," said Pasi Pölönen, Director of Game Publishing, Games Business Unit, Nokia. "It's great to work with such a dedicated team to bring an exclusive Elder Scrolls storyline that really takes advantage of the power of the N-Gage platform."

→ THE ELDER SCROLLS TRAVELS SHADOWKEY



Publisher: **VIR2L AND BETHESDA**

Genre: **FIRST PERSON RPG**

Bluetooth: **2 PLAYERS**

Street date: **NOVEMBER 2004**

N-GAGE  
ARENA



# CALL OF DUTY™

"The game is our effort to bring Activision's award-winning WWII-themed first person shooter to the N-Gage," Call of Duty producer, John Stroppa tells Insider. "We focused on bringing the real Call of Duty experience to our platform, which means great missions in an immersive WWII setting that give the player a challenging gameplay experience no matter where they are."

With the original squad based shooter being so loved by PC gamers, the challenge to bring it to a handheld platform requires specific tailoring, something that Stroppa is confident the development team has achieved. "We have real-

ly tried to play to the strengths of the N-Gage," he explains. "We have one of the most powerful 3D engines ever put on a handheld device and we added authentic music and stunning effects which come through really well on the handset. Then we made sure the missions were well designed and thought-out so that they have good overall continuity and pacing. It's important that each mission is fun to play in shorter sittings so we made sure that each 'gameplay moment' in each mission is fun in and of itself. It's important to keep in mind the ways that gamers play a mobile game," he explains. "Sometimes there will be long, uninterrupted stretches like on a bus ride to a ski resort, and other times there will be 90 seconds to play while waiting

in line at the bank, so it's important that the action arcs be short enough to be enjoyed in short bursts while being part of a broader story arc long enough to support a meaningful experience. On top of that, we also took advantage of the Bluetooth features of the N-Gage so we could include exciting multiplayer action for up to four players."

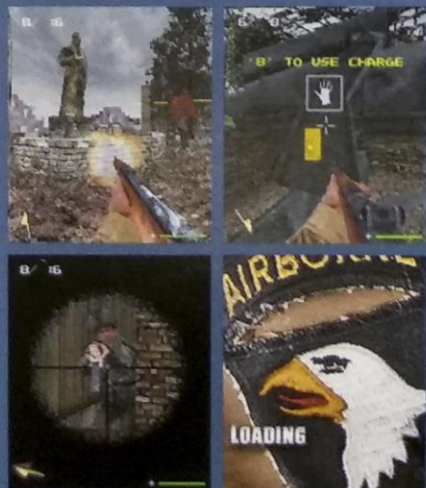
The multiplayer modes and Arena support for Call of Duty is unprecedented for a handheld game; there are 4 distinct maps for Bluetooth Multiplayer which features both deathmatch and team deathmatch modes. It also features weapons and power-ups downloadable via N-Gage Arena that gamers can use in multiplayer sessions. ←



→ CALL OF DUTY



Publisher: **ACTIVISION**  
 Genre: **ACTION**  
 Bluetooth: **4 PLAYERS**  
 Street date: **OCTOBER 2004**



*"Looking like best FPS on N-Gage so far"*

- gamespy.com

# ASPHALT

## U R B A N G T™

The cars are lined up, the engines revving, the spoilers raked up. It could be a scene from *The Fast And The Furious*, but it's the start of *Asphalt: Urban GT™*. Since *Need For Speed: Underground* there's not been a hotter, better-selling segment of the racing game market than street racing.

*Asphalt* brings all the heat and all the elements of that genre to the N-Gage. Real cars, real cities, really fast driving and, of course, grudge match action against your friends.

The aim, as you'd expect, is to win championships to earn money and cars, tune up your car, then slam it through city streets crowded with traffic, rivals and cops out to get you. Controls are

mobile-friendly simple – tap steering, accelerator, nitro boost and brake. But frankly, you can forget that last one. *Asphalt's* all about acceleration. You don't brake for buses, cops or lamp posts, which like other bits of the environment, you can smash through. *Asphalt* is all about speed. The feel of hitting 200mph on a straight, nitro firing. And it amply delivers that feel on a small screen. There's plenty of visual cues in the superbly detailed 3D graphics to give you that sense of going far too fast. But there's also the nitro and ramp trucks scattered through the levels to give you tactical and fun ways of burning past the competition. Competition that can include your friends. Wireless multiplayer supports up to four players in real-time races. You can race against your buddies in head-

to-heads and multi-stage championships or turn cop and chase them down. When you're not skidding past the Champs Elysees, you can be racing over 20 real cars like the Aston Martin DB9, Lotus Exige or Lamborghini Diablo through nine real world locations ranging from New York and Hong Kong to the slightly more exotic environs of the Chernobyl dead zone.

Like any great street racer, when you're not racing, there's one more trick up the game's sleeve. Tinkering in the garage. Ten different areas can be modified, from tuning exhaust and air intake, tricking out the suspension to styling the paint job in appropriately lurid colours. *Asphalt* matches up to the fastest and the most furious of the console street racers, yet it's the only one you can play in the passenger seat of a car. ←

### → ASPHALT: URBAN GT



Publisher: GAMELOFT

Genre: RACING

Bluetooth: 4 PLAYERS

Street date: OCTOBER 2004



*"Asphalt is shaping up to be one of the most refreshingly playable mobile games to date, and a terrific exercise in reflex-driven action."*

– GameSpot

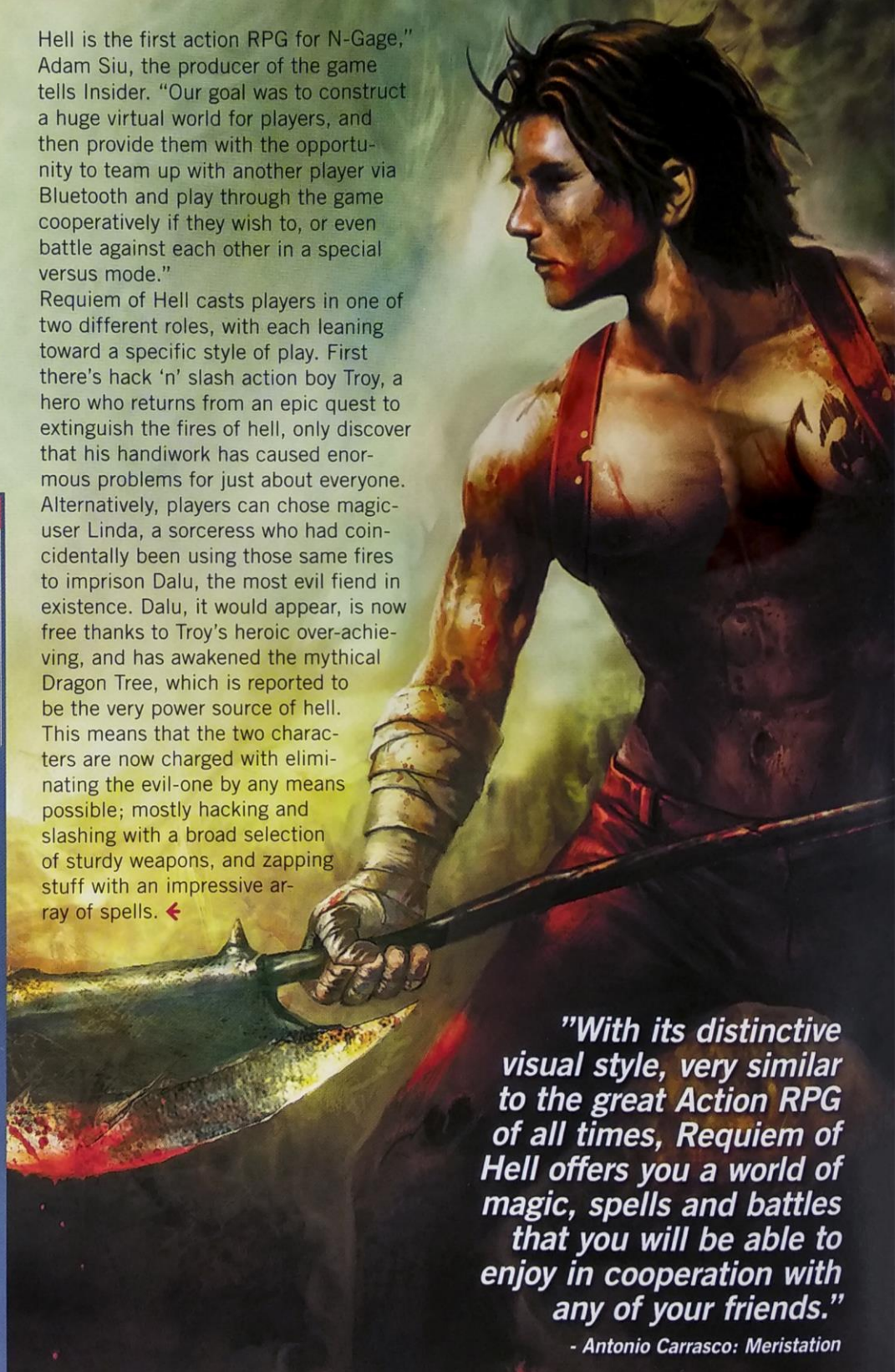
# REQUIEM OF HELL

If there's one style of game that's absolutely perfect for the N-Gage, it's the isometric action RPG. Fortunately, development studio Digital Red has spotted this opportunity and has put together an exclusive title for the system that takes inspiration from classic games in the genre like Diablo and Baldur's Gate.

All of the necessary components of a game like this are featured, from slick visuals and beautiful cut-scenes, to randomly generated levels, which ensure that the experience will be unique every time the game is played. "Requiem of

Hell is the first action RPG for N-Gage," Adam Siu, the producer of the game tells Insider. "Our goal was to construct a huge virtual world for players, and then provide them with the opportunity to team up with another player via Bluetooth and play through the game cooperatively if they wish to, or even battle against each other in a special versus mode."

Requiem of Hell casts players in one of two different roles, with each leaning toward a specific style of play. First there's hack 'n' slash action boy Troy, a hero who returns from an epic quest to extinguish the fires of hell, only discover that his handiwork has caused enormous problems for just about everyone. Alternatively, players can chose magic-user Linda, a sorceress who had coincidentally been using those same fires to imprison Dalu, the most evil fiend in existence. Dalu, it would appear, is now free thanks to Troy's heroic over-achieving, and has awakened the mythical Dragon Tree, which is reported to be the very power source of hell. This means that the two characters are now charged with eliminating the evil-one by any means possible; mostly hacking and slashing with a broad selection of sturdy weapons, and zapping stuff with an impressive array of spells. ←



## → REQUIEM OF HELL



Publisher: NOKIA

Genre: ACTION/RPG

Bluetooth: 2 PLAYERS

Street date: NOVEMBER 2004



*"With its distinctive visual style, very similar to the great Action RPG of all times, Requiem of Hell offers you a world of magic, spells and battles that you will be able to enjoy in cooperation with any of your friends."*

- Antonio Carrasco: Meristation

# WORMS

## WORLD PARTY

So war is hell? Not necessarily. **Worms World Party** may well stretch players' tactical skills to the limit, but it's armed with a crazy humour.

Based on Team 17's long running **Worms** series – and developed by Two Tribes and Synergenix for the N-Gage – **Worms** is one of those 'easy to learn, hard to mas-

ter' games that can somehow steal hours of your time. It will also, more than likely, rip out a chuckle or two along the way.

The turn-based format means it's forgiving for beginners while giving experts plenty of time for plotting their dastardly battle plans: a neat trick. It also defeats the GPRS lag issues associated with other games, meaning multiplayer battles feel every bit as solid as lone events. And as you'd expect, or even demand of a quality strategy game, there are plenty of multiplayer options. **Worms World Party** supports two-player fights via Bluetooth and up to four players on a single N-Gage, hotseat-style, but most impressive are the four-player clashes over GPRS. These are fought through N-Gage Arena, where players either choose a quick 'n' dirty Freestyle match or go head-to-head in a Ranked battle, fighting for more serious spoils of war – highest billing on N-Gage Arena global rankings boards. Of course, there's much to do in single-player too. A powerful random map

generator ensures no two battles will be the same, though with 17 environments variety is hardly in short supply. And when you realise these include snow, forest, space, fruit and... well, a world of cheese, you'll start to understand why war needn't be hell after all. And then there's your armoury! Banana bombs, exploding old ladies, concrete donkeys – more than 40 weapons of mad destruction await, and they're a lot easier to find than you might think.

Why? Well, of a hefty 44 single-player missions, 19 are dedicated to training you in both the basics and finer points of worm warfare. And if any of it doesn't suit, there are exceptional levels of customization: you're free to create your own team, name it, personalise the individuals, select a flag, choose a special team weapon, set the victory parameters for your own custom games – you're totally in control. As you might expect from somebody wielding a concrete donkey... ←

### → WORMS WORLD PARTY



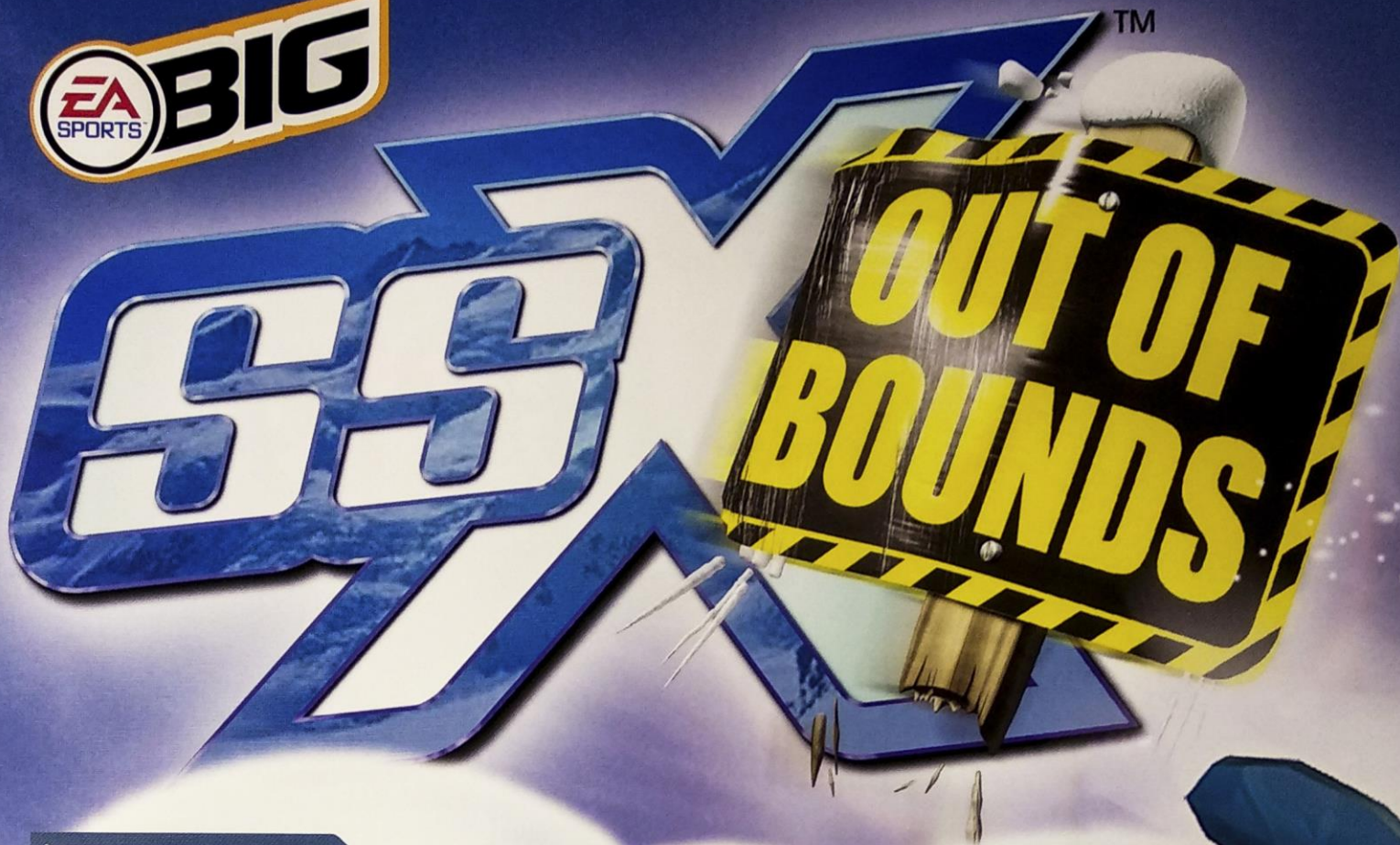
Publisher: **THQ WIRELESS**

Genre: **ACTION/STRATEGY**

Bluetooth: **2 PLAYERS**

Street date: **NOVEMBER 2004**





→ SSX: OUT OF BOUNDS



Publisher: ELECTRONIC ARTS™

Genre: SPORTS

Bluetooth: 2 PLAYERS

Street date: EARLY 2005



There's snowboarding games, and then there's SSX. The multi-million selling franchise that took other snowboarding games outside by the scruff of the neck for a good pasting now makes it onto the N-Gage.

And for fans of the series eager for some more sick tricks, gravity-defying leaps and long, aggressive runs, the N-Gage is the only place to get a snow-filled fix this Christmas. The Out Of Bounds 3D Game Engine is being built from the hard-packed permafrost up specifically just for the N-Gage.

So what makes SSX special? it's unique approach to snowboarding. While other snowboarding games have focussed on delivering realistic board-handling and licensed pro riders, SSX has concentrated on making snowboarding more fun, more extreme and delivering better gameplay. And that's meant ditching the realism – no bad thing at all. SSX is all extreme thrills and spills. It makes other snowboarding games look like a wet weekend in Widnes.

Instead of posing for photographers and spending hours practising your goofy stalefish to perfection, then sending you down some beginner's run, SSX straight out the box sends you headlong down some of the most dangerous, exciting and unusual courses ever designed to ride.

You'll be tackling snowbound cities and boulder-strewn mountain sides while railsiding tree-roots over chasms. When you're not tackling other riders, that is. On the way down the mountain, body-slaming and punching the opposition knocks 'em out of your way and can help fill your Boost bar. As well as making the riders you KO mad enough to give up racing and start just trying to get you. That Boost, speed-boost-delivering, bar is also topped up by any sick tricks you perform. The more varied and crazy they are, the quicker it fills. And that Turbo bar's vital for keeping you ahead of the opposition on the slopes, slicing through one of the many off-piste shortcuts, or making that extra-wide jump to a secret area. And when you've filled it to the top, it's there to take you to the next level of trickery – "Uber" tricks that take big jumps, seconds falls and lots of skill to complete, but keep your Boost meter maxed out. What's amazing is every major feature of the SSX series, including those Uber tricks, has been brought across to the play anywhere world of the N-Gage. The searing sense of speed that SSX fans crave is delivered amply, with a clear, sharp, fully 3D engine that keeps the icy downhill acceleration of SSX intact and unrelenting (as it should be) while you wait for the bus. The trick system will also be instantly



recognisable to series gamers. There are a whopping 28 total stunts in the game, including grinds, railslides, grabs and tweaks all while you queue for a cinema ticket. All the grabs and tweaks are modifiable by turboing, or flipping when your Boost meter's full into an "Uber", or if you're crazy enough a "Super Uber". Considering the console versions of SSX used nearly ever key on a joypad, you'd think that meant playing finger spaghetti junction. Not so. The 7 key is held and released for your jump, while the surrounding keys add trick modifiers and direction keys spin.

The courses too make it over with all the important details. There are 11, that range from a waiting-for-your-coffee-to-cool blast of only three minutes up to a mountain-conquering, make-it-a-frappe-instead mayhem of ten minute non-stop downhill runs. Each course is filled with secret shortcuts, off-piste action and death-defying leaps that lead to new areas if you make them. And to a serious wipeout if you don't.

Whichever way you land though, you're

sure to do it in style. Out Of Bounds also manages to transfer the great music of the SSX series, which means even if you're crashing headlong into a tree, it's bound to look and sound great. 22 licensed tracks include house, hip-hop and rock bangers from artists including N\*E\*R\*D, Queens Of The Stone Age and Dilated Peoples. An entirely exclusive track to Out Of Bounds comes correct courtesy of underground Vancouver rap legends Swollen Members.

If all the major details, from music to courses and tricks are in place from the console series, SSX: Out Of Bounds also brings a few touches especially for the N-Gage. Like wireless multiplayer wherever you are.

That's right, Out Of Bounds features 2 player head-on races via Bluetooth. The downhill mayhem features the full courses, with all shortcuts, plus the tricks, speed boosts and bruising battles on boards of the single-player. You can opt for anything from a quick race to a full-on

championship. And all the courses you've unlocked in single-player are there to own. One of the highlights of SSX for the fans is the intense, aggressive downhill grudge matches of multiplayer. But only with Out Of Bounds on the N-Gage will these happen wirelessly down the park on a sunny day or over lunch in the canteen. Bluetooth multiplayer isn't the only N-Gage trick up Out Of Bounds' parka sleeves either. When you haven't got friends to fight, you'll be able to race the best in the world to hone your skills, by downloading their "shadows". You'll see them on the course and thrill as you pass them, to upload your world-beating time. There'll also be exclusive downloaded content for the game including outfits and new boards. And you'll be able to upload video highlights of your sickest moments, comparing your stunts to others. SSX: Out Of Bounds is all the snowy insanity of SSX mixed with all the world-roaming, multiplayer nastiness of the N-Gage. We say: bring on the winter. ←

Since 1994, Japanese publisher SNK's King Of Fighters has been one of the world's best-loved beat-em-up games – for years, it has fought Capcom's Street fighter series for the title of "best fighting game in the world".

The nine games in the series have sold a staggering combined six million copies worldwide and enthralled millions of players in arcades around the world, and in-game characters like Terry Bogard and Kyo Kusanagi have become legends in the games industry. Now, The King Of Fighters EXTREME is set to become the first fighting game available for the N-Gage platform.

The King Of Fighters EXTREME features Story Mode, Two-Player Mode and Practice Mode. Story Mode, in which you choose a character

and take on rivals as the story unfolds, is the focus of the game, whereas Practice Mode lets you hone your special-move skills with each character. In Story Mode, players must fight a succession of rivals by punching, kicking and launching chains of moves. King Of Fighters introduced the concept of team play to fighting games: in which when one player is eliminated by an opponent, another one enters the fight. it's two-dimensional graphics and music were revolutionary when it was released and translate impressively to the N-Gage platform. Following a hiatus, after publisher SNK experienced financial difficulties in 2000, King Of Fighters is poised to make a come-

back in Europe on N-Gage and PS2 – accompanied by promotional activity to mark the game's 10th anniversary. Thanks to Hudson Soft Co., Ltd. and Ignition, N-Gage gamers waiting for classic arcade action need look no further than with The King of Fighters EXTREME, one of the most legendary releases in the history of fighting games.

**KEY N-GAGE FEATURES**

The first fighting game for the N-Gage platform, The King Of Fighters boasts over 20 playable characters, each with different special moves. Two players can battle each other via Bluetooth, and high scores can be checked in the game's Records section. Three unlockable levels will be downloadable from the N-Gage Arena, and players will also be able to download wallpaper, character biographies, hints and tips and special tricks from the N-Gage Arena, as well as vote for their favourite character.

**KEY POINT:** The first fighting game for the N-Gage platform, and a slice of gaming history. ←



"...one of the most illustrious franchises in the genre, and its N-Gage iteration is refined in ways most portable gamers have dared not imagine." - Gamespy.com

→ THE KING OF FIGHTERS EXTREME

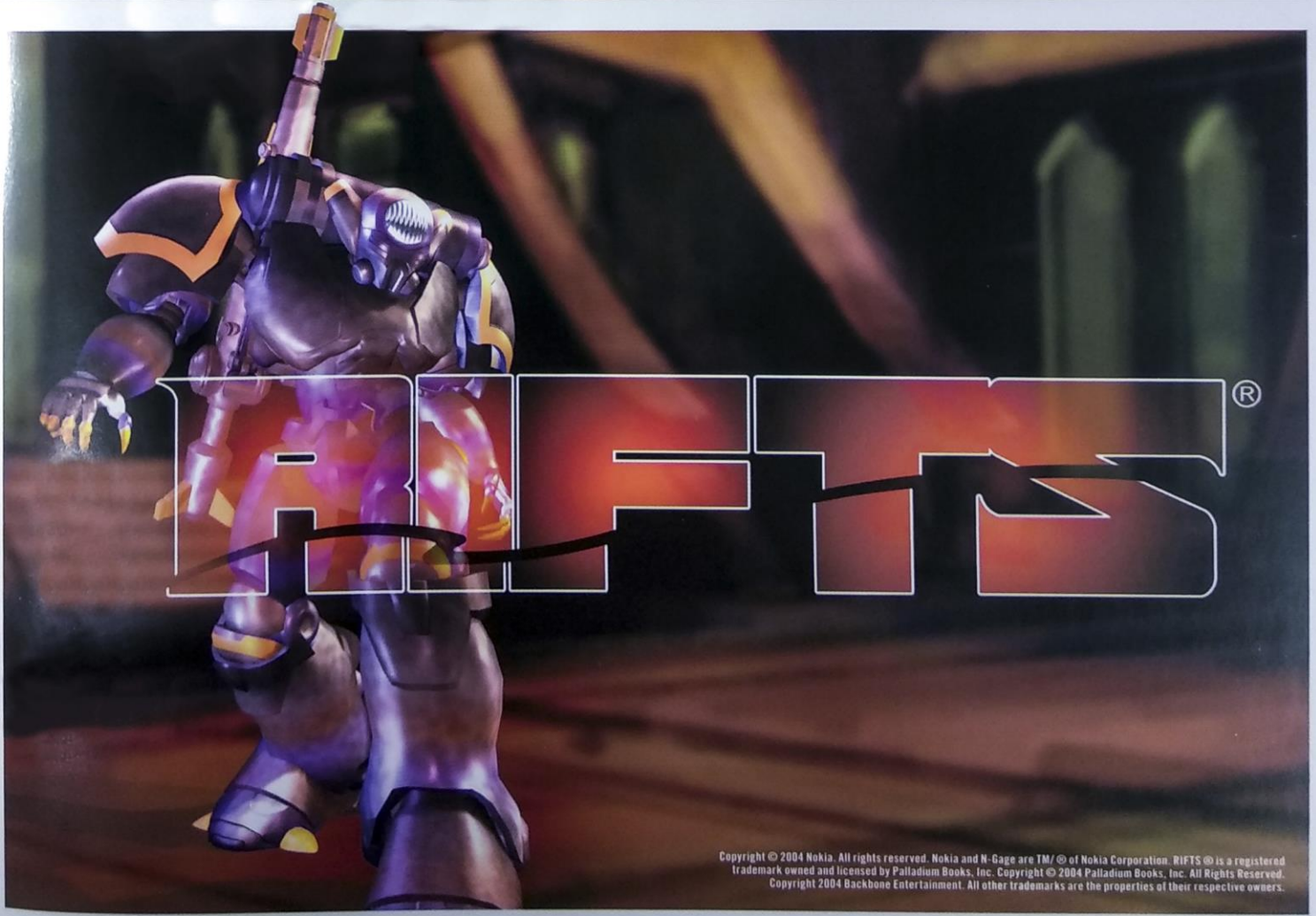
Publisher: NOKIA  
 Genre: FIGHTING  
 Bluetooth: 2 PLAYERS  
 Street date: JANUARY 2005

*"ONE's gameplay is nothing short of stunning, even in a nascent stage of development. [edit] Combined with the impressive level of graphical detail and character modeling - there is little pixelation or obvious blockiness in the characters, and the backgrounds feature advanced lighting effects, like light streaming through warehouse windows - ONE constitutes nothing short of a quantum leap for the N-Gage, graphically speaking."*

- GameSpot

# THE ONE

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# N·GAGE

# NOKIA

➔ **FIFA FOOTBALL 2005**

**Publisher: ELECTRONIC ARTS**  
**Genre: SPORTS**

➔ **PATHWAY TO GLORY**

**Publisher: NOKIA PUBLISHING**  
**Genre: STRATEGY**

➔ **ASPHALT: URBAN GT**

**Publisher: GAMELOFT**  
**Genre: RACING**

➔ **POCKET KINGDOM: OWN THE WORLD**

**Publisher: SEGA**  
**Genre: ACTION**

➔ **COLIN MCRAE RALLY 2005**

**Publisher: CODEMASTERS**  
**Genre: RACING**

➔ **THE ELDER SCROLLS TRAVELS: SHADOWKEY**

**Publisher: VIR2L STUDIOS**  
**Genre: STRATEGY**

➔ **CALL OF DUTY**

**Publisher: ACTIVISION**  
**Genre: ACTION**

➔ **WORMS WORLD PARTY**

**Publisher: THQ WIRELESS**  
**Genre: ACTION**

➔ **REQUIEM OF HELL**

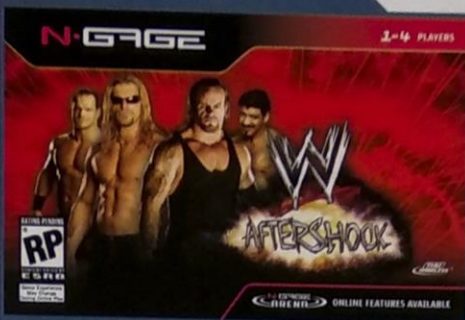
**Publisher: DIGITAL RED**  
**Genre: RPG**

→ SSX: OUT OF BOUNDS



Publisher: ELECTRONIC ARTS  
Genre: SPORTS

→ WWE AFTERSHOCK



Publisher: THQ WIRELESS  
Genre: FIGHTING

→ ASHEN



Publisher: NOKIA PUBLISHING  
Genre: FPS

→ THE SIMS BUSTIN' OUT



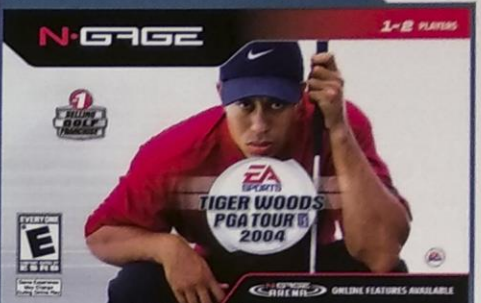
Publisher: ELECTRONIC ARTS  
Genre: STRATEGY

→ CRASH NITRO KART



Publisher: VIVENDI UNIVERSAL GAMES  
Genre: ACTION

→ TIGER WOODS PGA TOUR 2004



Publisher: ELECTRONIC ARTS  
Genre: SPORTS

→ BOMBERMAN



Publisher: HUDSON  
Genre: ACTION

→ OPERATION SHADOW



Publisher: NOKIA PUBLISHING  
Genre: ACTION

→ TOM CLANCY'S GHOST RECON...



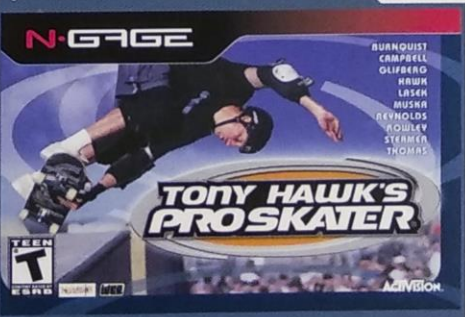
Publisher: GAMELOFT  
Genre: ACTION

→ TOMB RAIDER



Publisher: EIDOS  
Genre: ACTION

→ TONY HAWK'S PRO SKATER



Publisher: ACTIVISION  
Genre: ACTION

→ SONIC N



Publisher: SEGA  
Genre: ACTION

# Player Profiles



**Username:** Rioku  
**Real Name:** Abel  
**Location:** England  
**Sex:** Male  
**Age:** 15

**Favorite N-Gage game(s):**

My favorite N-Gage game would have to be Tomb Raider (only because I'm good at it in the N-Gage Arena), or else Tom Clancy's Ghost Recon.

**Why did you get a N-Gage game deck?**

I got the N-Gage because when I read about it, it seemed unimaginable. The graphics for each game look amazing. Mostly, I bought it for it's game play, but I do like to use it as a mobile phone too.

**What N-Gage Arena game are you looking forward to the most?**

Well, I'm sure everyone already knows this, but it has to be Pocket Kingdom because being able to play thousands of other people online from a mobile phone in live time has to be amazing.

**Any final words:**

Well done to Nokia for making such a superb gaming device.



**Username:** Mulder  
**Real Name:** Brandon  
**Location:** Las Vegas, Nevada  
**Sex:** Male  
**Age:** 18

**Favorite N-Gage game:**

My favorite N-Gage games are NCAA Football 2004 and FIFA Soccer 2004, both from EA Sports. They have the best graphics and are the most realistic games, in my opinion.

**What N-Gage game are you looking forward to the most?**

The game I have waited for the longest is Tom Clancy's Ghost Recon: Jungle Storm. Ever since I played it on the Xbox I've been hooked. I really can't wait to play a wireless Bluetooth version with my friends.

**Any final words:**

The N-Gage is a great piece of hardware and it's handy. It three main entertainment features –it can play movies, MP3s, and games.



**Username:** Tricab  
**Real Name:** Abel  
**Location:** Singapore  
**Sex:** Male  
**Age:** 17

**Favorite N-Gage game(s):**

FIFA 2004. I just can't get my hands off this game. I play it on the bus, on the trains, everywhere I go. I have a friend who has this game too, so we play a lot on Bluetooth.

**Why did you get an N-Gage game deck?**

I got my N-Gage QD because it's fun to play portable games on the go. Plus, I use my mobile phone a lot, so the whole package seemed very enticing to me. There is a whole barrage of new and exciting games coming out towards the end of this year, and I can't wait to get my hands on them.

**What N-Gage Arena game are you looking forward to the most?**

This is a tough choice, but I have to say Pocket Kingdom. I played a demo of it once when I went to an N-Gage invite only party, and I must say it was pretty addictive from the get go. Also, it utilizes the Arena functions to it's fullest, so it's a pretty revolutionary game.

**Any final words:**

Thanks Nokia for coming up with both N-Gages, and happy gaming :)



**User Name:** Ballistic  
**Name:** Mr. Chukpong Phobsuk  
**Location:** Bangkok  
**Sex:** Male  
**Age:** 18  
**Occupation:** Student

**Favorite N-Gage Games:**

SonicN, Tiger Woods PGA Tour 2004

**Favorite Games are you playing now:**

Tiger Woods PGA Tour 2004

**What game are you playing now:**

Tiger Woods PGA Tour 2004

**Why did you get N-Gage Game deck:**

I love it.

**What game would you like to see on the N-Gage Game deck:**

Final Fantasy & Resident Evil

**When you are not on N-Gage Game deck what are you doing:**

Sports, Volley Ball

**Any Final words:**

Play it hard but don't forget our duty to learn, use one time wisely.

**Score SonicN:** 51200



**User Name:** Kayoo  
**Name:** Mr. Chirayut Tharechart  
**Location:** Muang Pratumthani  
**Sex:** Male  
**Age:** 22  
**Occupation:** Student

**Favorite N-Gage Games:**

SonicN

**Favorite Games are you playing now:**

King of Fighter

**What game are you playing now:**

Tony Hawk

**Why did you get N-Gage Game deck:**

So cool

**What game would you like to see on the N-Gage Game deck:**

Street Fighter

**When you are not on N-Gage Game deck what are you doing:**

Play Guitar

**Any Final words:**

I'm so excited but try to be cool.

**Score SonicN:** 60600



# Events Around the World



## N-Gage TGR Madness Film Tour Coming To A City Near You

N-GAGE TGR MADNESS offers a journey of explorative madness with the line-up for each night including; this year's feature film 'Soul Purpose', the N-Gage Game-Off, the very best DJs and VJs, and prizes from N-Gage, and a chance to meet professional team riders.

Check out dates and venues on  
<http://tetongravityeurope.com/filmtour>

## Nokia Snowboard FIS World Cup Tour

This year's Nokia Snowboard FIS World Cup Tour has expanded to include N-Gage branding and N-Gage Tour trucks. Starting in December 2004, all Snowboard Cross runs will be branded with the N-Gage logo for the remainder of the Tour. In addition, N-Gage Tour trucks will be present at World Cup events to give participants and visitors alike the chance to have a hands-on experience with the new N-Gage QD game deck, the latest N-Gage games and to chill out with fellow gamers.

NOKIA SNOWBOARD FIS WORLD CUP CALENDAR  
2004/05 can be found on [www.nokia.com/snowboard](http://www.nokia.com/snowboard)



## Games Convention Germany



## N-Gage US Tour

# Retail Marketing

## FIFA Football 2005

- Wing
- Wobbler
- Header
- Dummy box



## Asphalt: Urban GT

- Wing
- Poster
- Header
- Wobbler



## SSX: Out of Bounds

- Wing
- Poster
- Header
- Countercard



# Charles Révillon

Gameloft are one of the leading mobile games companies in the world. Charles Révillon, Marketing Manager of Gameloft, on the N-Gage and the future of handheld gaming.

## gameloft

"We were very pleased when Nokia announced the N-Gage. From the beginning we felt it was a good concept. And we believed that despite the original handset. The original was not perfect, but Nokia listened to everyone's feedback, and then acted quickly. In less than a year it launched the N-Gage QD. It was easier to change the card, cost less and was cooler – obviously that's very important for the target market!

"By then the games were also in place. Now, you can get any type of game you want, at a very high level of quality, from football to a shooter like Tom Clancy's Ghost Recon: Jungle Storm.

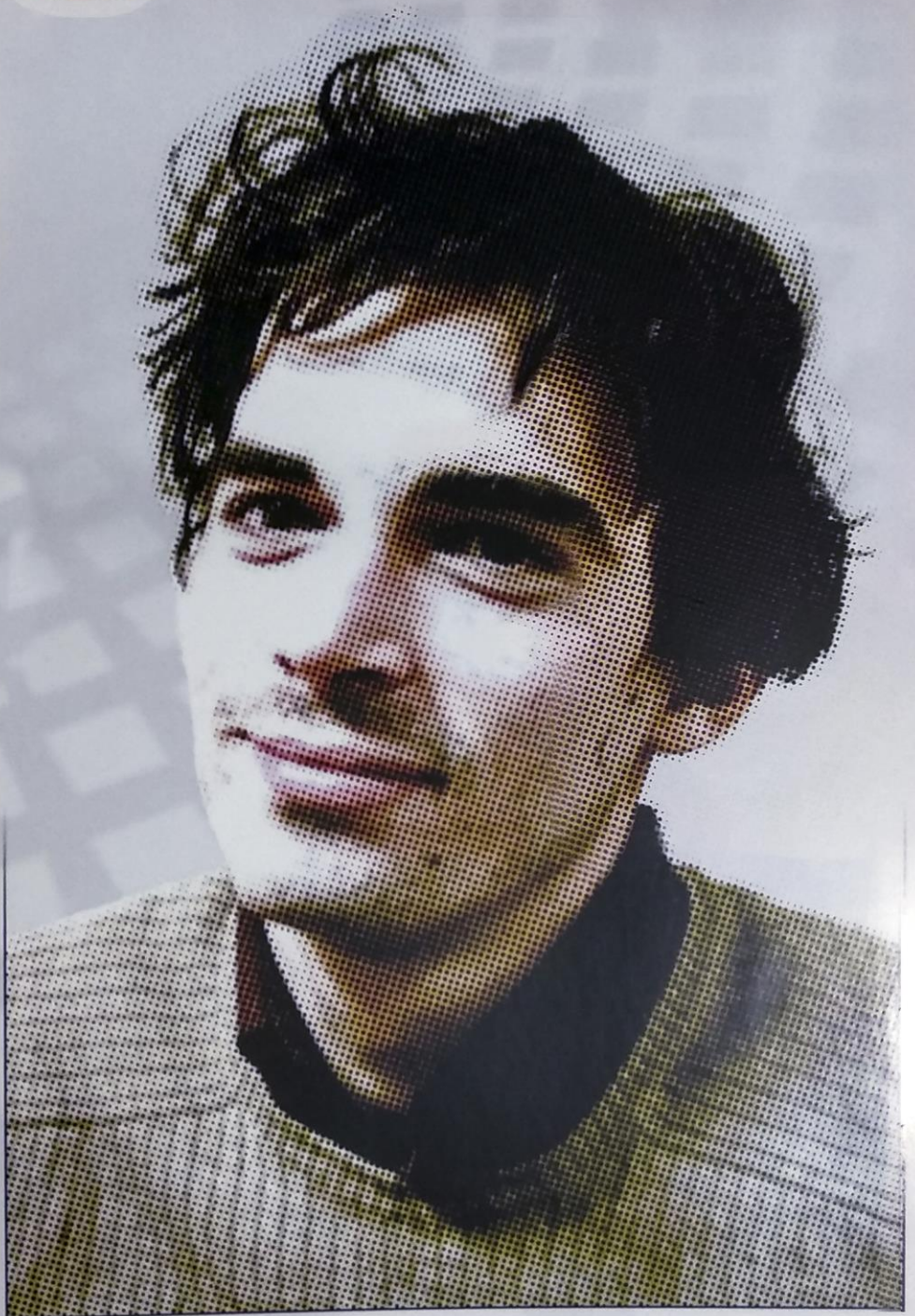
"We're really proud of Ghost Recon. We've really successfully carried the spirit of the game across from the home consoles. Asphalt: Urban GT is going to be huge for us too. A great street-racing game where we've pushed ourselves to deliver the best in graphics, gameplay, and realistic, but fun racing on an N-Gage for up to four players over Bluetooth.

"The N-Gage's wireless multiplayer features are absolutely wicked. But we have to educate gamers. We have to educate the mass-market. Sure, it's a bit complicated at first. But once you've got past that, it improves the experience. Games are much better when competing against friends.

"Wireless gaming is what the N-Gage is about. In the future we'd like to see more games downloaded to the N-Gage wirelessly. Java games should be available at a lower price. That would reinforce the N-Gage wireless position.

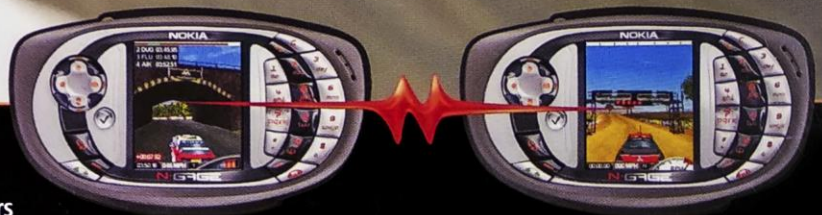
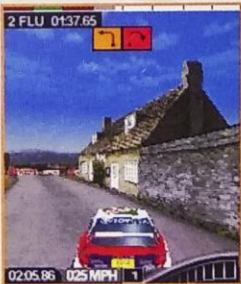
"We've got strong ideas about where we want N-Gage to go. We're very confident of the continuing evolution of the N-Gage. The DS and the PSP won't affect it. There may be a fight at the start, but ultimately they offer different gaming experiences. The N-Gage QD is the handheld console you'll carry every day in your pocket. It's a phone and a console all in one. The others you'll need to decide to carry. We'd like to see Nokia incorporating Wi-Fi into the next N-Gage. It's obviously more suitable for online multiplayer gaming than GPRS. I'm sure it's something Nokia are looking at for the future.

"Over the next five years, regular phones will become much more capable as gaming devices. The N-Gage is at the vanguard of that trend already." ←



**"The DS and the PSP won't affect the N-Gage. It is the handheld console you'll carry every day in your pocket. It's a phone and a console all in one."**

# colin mcrae rally 2005™



Put your foot to the floor in Colin McRae Rally 2005. Try it on your N-Gage™ game deck with special features.

Compete head to head in worldwide rally championships with real cars and real tracks. Play with up to 2 via Bluetooth connection or enter the N-Gage Arena for shadow racing or uploading video clips of player's best race performances.

Wireless multiplayer gaming on the pocket-sized N-Gage game decks.  
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ARENA

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