

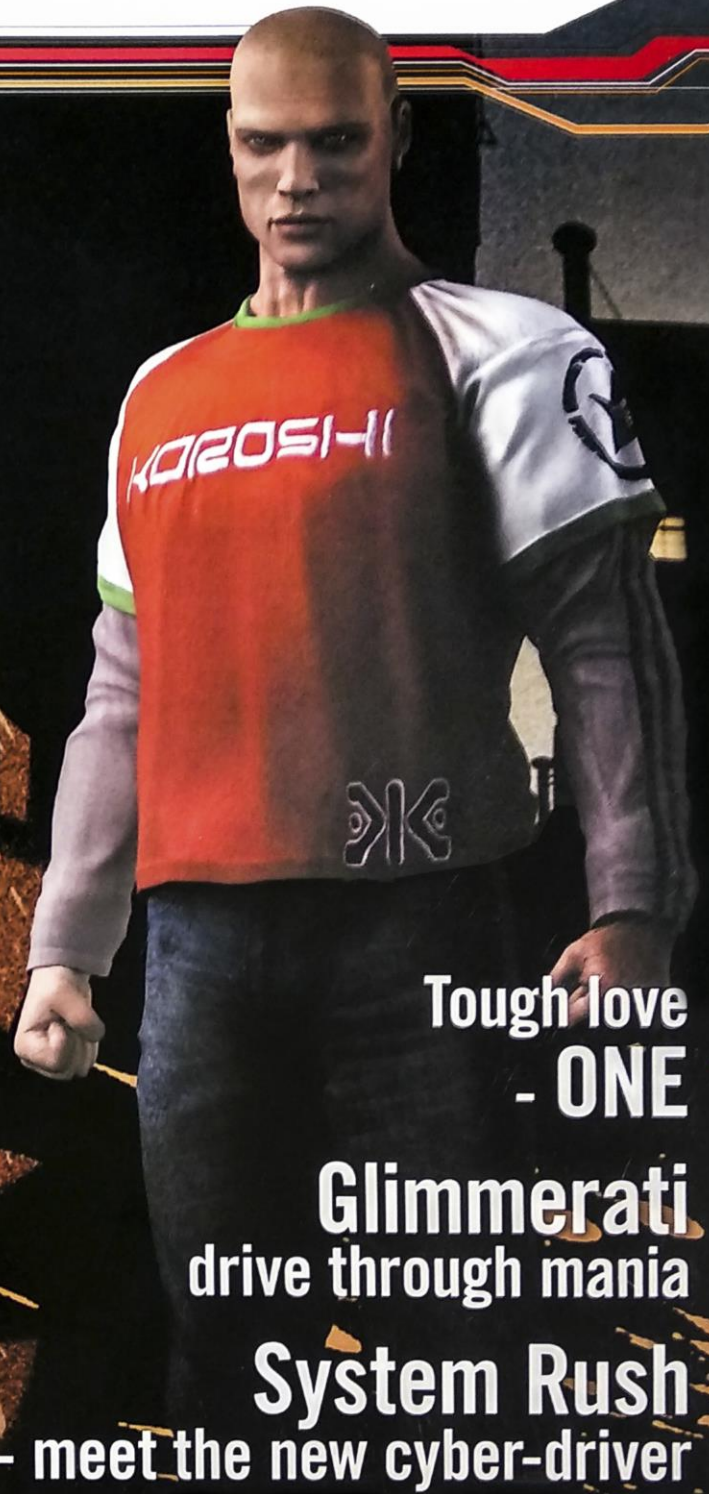
N-GAGE  
NOKIA

THE OFFICIAL N-GAGE TRADE MAGAZINE

# INSIDER

ONLY ON  
N-GAGE

Issue#3 May 2005

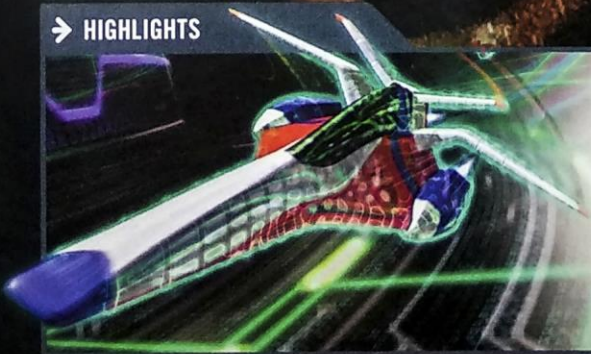


Tough love  
- ONE

Glimmerati  
drive through mania

System Rush  
- meet the new cyber-driver

→ HIGHLIGHTS



 TOM CLANCY'S

# SPLINTER CELL CHAOS THEORY™

AS THE ENEMY EVOLVES,  
SO MUST YOU.



**N-GAGE**

NOKIA

The gamer's phone



**gameloft**

[www.splintercell.com](http://www.splintercell.com)  
[www.n-gage.com/splintercellchaostheory](http://www.n-gage.com/splintercellchaostheory)

**04** Nokias Vision

**06** N-Gage QD

**08** N-Gage Arena

**10** N-Gage.com

**12** ONE

**14** Rifts-Promise Of Power

**16** High Seize

**18** System Rush

**20** Pathway to Glory  
Ikusa Islands

**22** Payload

**25** Civilization and Spirits

**26** Glimmerati

**27** Mile High Pinball

**28** Atari Masterpieces Vol. 1  
and Catan



PtG Ikusa Islands - see page 20

**30** N-Gage games catalogue

**32** Retail focus: Spain

**33** New N-Gage Point of Sale kits

**34** N-Gage Events

**35** Final Word with Backbone

Concept and Project Management: ONE MOTION • Project Manager Nokia: Minna Sainio  
Layout and Production: Norma Communication • Copy Coordination: Chocolate Communications

# GAME FOR THE FUTURE?

The N-Gage platform isn't the newest kid in the mobile games block anymore. Now, Nokia has its own family tree, evolving its strategy to provide interconnected gaming for every mobile phone user.

Gerard Wiener, Director and General Manager, Games Business, Nokia, believes the N-Gage is only just starting to hit its stride.

Leading Nokia's mobile games strategy is the N-Gage. The N-Gage game deck is at heart a games console, but it's a phone first. The N-Gage has some unique advantages over other hand-held games systems says Wiener, "It's integrated into the daily pattern of your life, and you always have it with you, which leads to a different kind of use, and different content."

That unique, mobile gaming content is now here. Partly because it has taken games developers a while to grasp how N-Gage gamers use a device that is always connected and always with you. It's unique for any games system to always have your target audience carry the device 24/7. The multi-player and community features are key for N-Gage gamers. The underlying technology behind the multiplayer and community features of N-Gage Arena is the Scalable Network Application Package (SNAP) that Nokia acquired from Sega in 2003. It's not only the backbone to N-Gage Arena, but also much more. "It's a routing technology optimised for gameplay." Designed originally for consoles, SNAP is now used with N-Gage game decks, regular mobile phones (for Java games) and the PC too. The idea behind SNAP is to pass processing bottlenecks onto the servers, so developers can do more on the device. But as well as letting developers do more, SNAP has let them do it easier.

"If you're a developer, one of the hardest parts to develop is this network layer, which is what enables matchmaking, score-reporting, chat, voice over IP etc. Our SNAP technology lets you develop those kind of connected features that much faster," explains Wiener. The first real fruits of SNAP were Pocket Kingdom: Own The World and Pathway To Glory. But now, even Java games

can take advantage of community and multiplayer features. Nokia has created SNAP Mobile, which provides the essential technological infrastructure and specialized support services upon which network operators and other service providers can build and expand their online gaming communities. It also provides game developers with the fundamental tools they need to create mobile multiplayer, connected games. In fact, the SNAP Mobile tools are going to be bundled into Sun's Wireless Toolkit that all Java developers can download for free.

That's only the start of SNAP though. Next: games that communicate between your N-Gage and PC or console. "Not only can I imagine PC-to-mobile gaming possibilities using SNAP, but we've already done it. The key for us is finding the game that lends itself perfectly to that scenario. So perhaps you have a sports game and you're managing your sports team, but as games are played in real-time you can update your player's statistics and then take them home to the PC. It becomes possible because we're using the same technology."

There is of course one other piece of news we've not yet mentioned. And it's the most exciting of all. In brief, it is Nokia's offering for the next generation of mobile gaming that will feature all the gaming capabilities of the N-Gage.

"Games are at the cutting edge of technology and entertainment. Now that the cutting edge is merging into mobile multimedia, we're in the perfect place to be driving some of the changes on phone functionality." But phones featuring N-Gage technology doesn't mean the end of N-Gage. Instead, it's an expansion. With more phones featuring N-Gage capabilities, the N-Gage itself will become "the premier mobile platform for games." And that, of course,

means new N-Gage handsets, perhaps more powerful than those around now... ←



**GERARD WIENER**  
Director and General Manager, Games Business, Nokia

# COMING SOON TO A STORE NEAR YOU...

**New, lower prices for phones and games, new initiatives to drive airtime and new bundles. The N-Gage retail strategy continues to build for 2006.**

First, a look into the past. But only the near past. Since Christmas 2004, the N-Gage games portfolio has finally matched the promise of the N-Gage itself. Big franchise hitters like FIFA Football have been packing shelves alongside showcase games, like Pocket Kingdom: Own The World and Pathway To Glory, designed from the ground up for the global multiplayer aspects of the N-Gage. And that means everyone is happier with the N-Gage.

"The quality of titles has created positive publicity, community feedback and of course more demand from consumers," says Jukka Hosio, Director, Games, EMEA, Nokia. And if that wasn't enough to keep retailers happy, there's more. "Many of the games available are now pushing our unique communications and mobility features which makes retailers and operators interested, because we have games that drive airtime."

Operators were already happy with the N-Gage as owners tend to be avid phone addicts who do a lot of downloading. Much, but not all, of that is driven by the uptake of N-Gage Arena, N-Gage's mobile anyone, anywhere multiplayer service. The service is growing rapidly with new members joining every day. And new ideas brought to the service are increasing its appeal even further with consumers. With Orange in France, for instance, N-Gage Arena users can currently download exclusive levels for Activision's Call Of Duty.

While new ideas are driving airtime in the digital retailing space, more traditional ideas are helping Nokia raise N-Gage sales in more traditional retail channels. The good old-fashioned price cut has really helped to drive retail sales.

The most expensive games have dropped from €49.95 to €29.95 [\$24.95 to \$14.95 in the US] and the N-Gage itself has dropped from €199 to €149 in Europe [and \$99.99 in select US specialty games retailers], with similar savings across other markets. "The aim is to reach new consumers who are more price sensitive. In the game market, the price makes us very competitive against the both existing brands and new market entrants. While in the phone market we're opening up new possibilities such as operator pre-paid packages."

The move is clearly aimed at presenting the N-Gage as a more mass-market proposition. And to back up the price, the N-Gage is cropping up in a few places you might not expect it to. "Expect to see the N-Gage in more supermarkets soon." This will be helped by the big summer promotion Nokia has planned. "A 'Summer Pack' of two games bundled at a very affordable price. It will be something parents can buy for a long car trip." Games will be themed to match, with purchases like Rayman3 and SonicN in the bundle. More mass market with great mobile-connected games for all tastes – the N-Gage is moving forward and getting bigger. "We're opening up new possibilities in both game and mobile phone retail spaces." ←



**JUKKA HOSIO**  
Director, Games, Europe, Middle East & Africa, Nokia

# N-GAGE QD: DRES

The N-Gage QD isn't just the leading name in mobile connected gaming any more... now it also looks the part.

Nokia's new range of accessories not only improves the overall entertainment experience, but also makes it even easier to enjoy the game deck.

"These enhancements allow you to personalize and upgrade your game deck while increasing its functionality," says Santeri Leijola, senior manager, N-Gage Accessories. "They're designed to fit the mobile gamer's lifestyle."

Game deck owners can use these peripherals – standout selections include a Dual BT headset with one or two earpieces, Snap-on speaker for superior audio performance, and MMC Expander for quick switching between two MMC cards – with confidence.

Perfectly complementing the platform's sophisticated technical capabilities and streamlined aesthetic, the add-ons, while optional, are a must-have for every enthusiast, thanks to their exquisite form and functionality.

So the next time you're shopping for something that matches any outfit, consider picking up an N-Gage QD. Forward-thinking as it is fashionable, the N-Gage game deck is the most trend-setting option for gamers today.



## N-GAGE QD SNAP-ON SPEAKER

- Share gaming action and audio with eye catching N-Gage QD Snap-on Speaker!
- Improves audio experience for gaming or music consumption

## N-GAGE ALUMINIUM GAME CARD CASE

- Protect and store your N-Gage game cards
- Fits 6 game cards
- Aluminium outside, rubber inside



## N-GAGE QD MMC EXPANDER

- Switch easily between your favorite games with N-Gage MMC Expander!
- Enables use of two MMC cards
- See-through window showing which cards are in the MMC expander



## N-GAGE WIRELESS DUAL HEADSET

- Ultra stylish dual mono Bluetooth headset
- Small, stylish, lightweight
- Up to 6 hrs talk or gaming time, over 140 hrs standby time
- Works with compatible Bluetooth phones, for example with Nokia 6230, 6310i, 6600 and 8910 products
- Bluetooth compliance: BT version 1.2, supports Handsfree and Headset profiles



## N-GAGE QD DUAL HEADSET

- High quality audio on N-Gage QD Dual Headset!
- Lightweight, stylish headset
- Remote control with volume wheel

### ACCESSORY RANGE

- N-Gage Wireless Dual Headset
- N-Gage QD Dual Headset
- N-Gage QD Snap-On Speaker

- N-Gage QD MMC Expander
- N-Gage QD Carrying Case
- N-Gage Game Card Case

- N-Gage Aluminium Game Card Case
- N-Gage Key Strap

# DESIGNED FOR SUCCESS

## N-GAGE QD: FEATURED BUNDLES

For the EMEA region, key N-Gage games and N-Gage game deck bundles are at the forefront of the N-Gage retail strategy.

- N-Gage QD + Splinter Cell: Chaos Theory
- N-Gage QD + Worms World Party

Available from July in the EMEA region:  
N-Gage QD + Glimmerati (see page 26 for additional information on Glimmerati)

Available from September in the EMEA region:  
N-Gage QD + ONE (see page 12 for additional information on ONE)

## ALL BUNDLES INCLUDE THE FOLLOWING:

- N-Gage QD
- Transceiver
- Charger
- Dual Mono Headset
- Lithium-Ion Battery
- CD-ROM (including User's Guide, PC Suite, etc.)
- Games Brochure
- Game MMC Card/User Guide/Holder

## N-GAGE QD THE GAMER'S PHONE:

- Support for Email, Internet, External Applications
- Dual-band GSM/GPRS Compatible
- SMS and MMS Capable
- xHTML Browsing
- Video Player, Photo Album
- Personalize with Ringtones, Wallpaper, etc.
- Calculator and Calendar
- RealOne Player on CD-ROM
- Talk Time: Up to 5 hours
- Standby: Up to 10 days

PHONE



## GAME

- Multiplayer-ready
- Quick and Easy Game Start
- Playtime: Up to 10 hours
- Hot-swap Game Card Slot
- Java Support
- Ergonomic Controls
- Bright Backlit Color Display
- N-Gage Arena Launcher
- Off-line Profile



# WHAT YOU NEED TO KNOW

N-Gage gamers are different: they're young, they're social, and by very definition they're mobile. So how do we keep such a diverse, global audience connected and involved? Our secret is N-Gage Arena.

With over 300,000 registered users, N-Gage Arena is the heart of our global gaming community. It's where our gamers go to trade tips, find opponents, keep up with the latest news, or just hang out and make friends.

And if that's not enough, there are many compelling reasons for gamers to participate:

- Free game demos let you try before you buy.
- Full access to our strategy guides, cheat codes, and developer tips.
- Free extras for your games like new levels, fan packs and weapons.
- Thriving forums that include multiple language support and live chat events.
- Global tournaments and worldwide rankings boards.

Better yet - it's mobile! Break free of the PC - the entire N-Gage Arena community goes wherever you go, accessible through an application called N-Gage Arena launcher.

- Access chat, friend's lists, rankings and message boards right from your phone.
- Get news alerts that keep you inf on N-Gage Arena events.
- Compete online - climb the rankings boards, join tournaments, enter contests and show the world who's king.
- Enjoy member-only exclusives available such as ringtones, backgrounds, animations, custom skins, and more.

# GATT GOES GLOBAL

## **N-Gage's tournament tool promotes your brand**

Throughout the year, N-Gage Arena hosts global tournaments for the world's best mobile gamers. But we can also help carriers, retailers and other partners set up branded tournaments to drive interest in their own services, thanks to a new tool called GATT.

GATT stands for Global Arena Tournament Tool. It uses a simple web interface to create and manage tournaments, using N-Gage Arena's existing rankings and registration infrastructure.

One of the first to use the tool was Markku Siikala of DNA Ltd., a mobile

carrier based in Finland.

"With GATT, it was quick and easy to create new, exciting content for our website," Siikala said. "This was also first time that we really were able to create multi-channel gaming services to our customers."

"This had a positive impact on our brand and visibility at the markets," he explained. "We combined the tournament together with marketing campaign for N-Gage devices in our sales outlets. Also the customer feedback that we received was very positive."

Siikala's team hosted a month-long Colin

McRae Rally 2005 tournament for its customers. But the team wasn't on their own - they had lots of help from N-Gage Arena team.

"The GATT tool was really easy to use and Nokia gave us great support," said Siikala. His team is also looking forward to working more with Nokia in the future. "We see the gaming community as very interesting market segment and we are trying to provide best services for them," he said.

So, take up the challenge and have your own branded Tournament running with the GATT tool.

# LEARN TO SQUIRM

## Using N-Gage Arena to turn a game into a community.

By leveraging the power of N-Gage Arena, game developers can take the solitary nature of handheld gaming and transform it into a rich, enduring community built on the multiplayer experience. There is no better example of that than Worms World Party from THQ Wireless.

Worms World Party is a whimsical, addictive franchise featuring platoons of worm soldiers battling each other with amusing, cartoon weaponry. A beloved franchise on PCs and consoles, the series is just now making its mark on N-Gage.

The turn-based nature of the game makes it ideal for eliminating the problem of latency on wireless networks, and its 44

different missions and host of customization options give it lasting appeal.

Worms World Party is fully integrated into N-Gage Arena, supporting head-to-head gameplay, lobby chat, and friends list messaging. For those of a competitive bent, ranked play gives meaning to your multiplayer matches, moving you up and down the leaderboard, while more casual gamers will appreciate the pick up and play freestyle battles and matchmaking options.

Players can also log into N-Gage Arena message boards, either on their computers or through the launcher, and discuss strategies, form clubs, and arrange times to meet up and battle.

All this in a compact and portable package you can take with you wherever you go? No wonder it's one of the N-Gage community's favorite games.



Each game session can be customized with a variety of options.



Gamers can chat on the forums using their N-Gage device.



Every player is ranked and tracked on the leader boards.



Combat is fast and furious in Worms World Party.



There's no escaping the final results!

# TIPS AND TRICKS

## From N-Gage Arena

Stuck in your favorite N-Gage game? Need a helping hand? Head on over to N-Gage Arena's strategy section at <http://arena.n-gage.com/strategy>, where you will find walkthroughs, guides, and game hints galore, all just a click away. Here's a small sample:

## Ashen Cheat Codes

Press 24328 on the main menu to call up the main cheat screen. Enter the other codes from the main menu to give yourself those abilities - you will hear a clicking sound to confirm the cheat is active.

- 24328 Activate cheat menu
- 48662 All weapons
- 48627 Infinite clips
- 46266 Infinite ghost vision
- 67687 Unlock all single player maps

## SSX: Out of Bounds Tip

When performing a grab, try releasing the trick button(s) 1.5 seconds before you land while pressing Controller Key Left or Right. You can score trick points and ensure a clean landing. Just hope your friends are watching!

## Tony Hawk's Pro Skater Tip

Complete the game up to Downhill Jam

in the career mode and extra levels from Tony Hawk Pro Skater 2 (New York City, The Hangar, Philadelphia and Venice Beach) will be available in the free skate, multiplayer and free skate modes.

## Colin McRae Rally 2005 Tip

The key to this game are your brakes. You must learn which brakes to use and when. This does take practice, but you can become a dominant rally driver just by braking with the right brakes, timing and, sliding. Your car's settings - suspension, gear box, etc. - play a big role too. Make sure you have a good look at the weather and how tight the track is too.

# VIRAL MARKETING THROUGH SNAKES

N-Gage.com isn't only a shop window, it's transforming into your online retail space too.

## BUT HOW DO YOU USE N-GAGE.COM'S MARKETING ENGINE TO DRIVE YOUR RETAIL SALES?

It's a given that a games platform will have a web site, and Nokia's N-Gage game deck's website is no exception. N-Gage.com is more than just a domain name - it's a multi-pronged, Internet-based marketing effort designed to drive sales across five continents, in dozens of different countries and local languages.

## ONLINE OPPORTUNITIES

One obvious way for retailers to sell N-Gage game decks and games is through cross linking with local retailers to sell N-Gage game decks, games and enhancements (see page 6).

Arto Joensuu, N-Gage.com's online campaign manager tells us more, "So we are pushing traffic from 'Buy Now' sections of the N-Gage.com website to retailers N-Gage specific pages", says Joensuu. "N-Gage.com is not a global retailer - so we're pushing our customers to retailers online outlet, no matter what country or region they're in. We're also integrating direct buy now and pre-order links into our multiple e-marketing campaigns providing increased opportunities for customers to buy."

To help retailers prepare their own N-Gage pages, Nokia has set up an Extranet specifically for retailers. "The N-Gage.com extranet is an excellent way for us to reach out to retailers and provide them with content such as screen shots, logos, and pack shots for their own sites," says Joensuu.

The country-specific parts of N-Gage.com can also drill down and partner on a local level in a way that a global, one-size-fits-all site could not. "Our local country and regional webmasters have a lot of tools to promote country-specific pre-orders and local offers," says Joensuu, including

customized local newsletters and message boards in five languages.

## MOBILE MARKETING

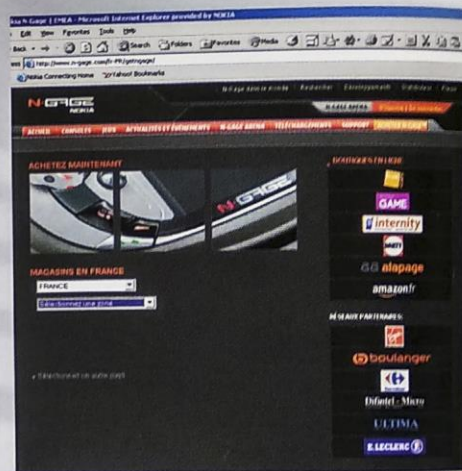
The N-Gage.com website is also promoted through all N-Gage marketing materials. We're also pioneering new ideas in mobile marketing, like creating viral marketing concepts as well as community elements like SMS based clans.

"Mobile marketing is integrated as a central part of our community-building and awareness-raising efforts," says Joensuu. "We have the capability to send out SMS news blasts to promote upcoming tournaments and events, and we're committed to integrating mobile marketing into our overall game marketing campaigns."

**Viral Marketing through Snakes**  
Another example of N-Gage.com's innovative online campaign was the launch of Snakes, a free download for the N-Gage game deck.

Reintroducing a classic mobile game like Snakes was a great opportunity to show consumers what the N-Gage can do. It has all the elements - Bluetooth, N-Gage Arena features, quick gameplay - that make the N-Gage unique. It's an easy and inexpensive way for consumers to become "infected" with a passion for N-Gage games and share that with their friends.

"We built a viral website for a viral game," says Joensuu, a.k.a. r2ro in N-Gage Arena. "At [www.snakesoutbreak.com](http://www.snakesoutbreak.com) you can send a personalized SMS or email to your friends, alerting them to the global outbreak of Snakes. Your friends could then go to the site and find out more about the outbreak, as well as actually download the Snakes game for free. The cool thing about getting 'infected' with the Snakes is that you can send the whole game to your friends, over a wireless Bluetooth connection." ←



## AWARDS & NOMINATIONS

### FAVOURITE WEB SITE AWARDS

- [www.favouritewebsiteawards.com](http://www.favouritewebsiteawards.com)
- July 2004: N-Gage Summer Tour
- March 2005: Snakes Outbreak

### CANNES CYBERLIONS 2004

- Nomination: 4 great games
- Nomination: Pathway to Glory Pre-site

### RESUMÉ MAGAZINE WEB OF THE MONTH

- January 2005: Pathway to Glory
- March 2005: N-Gage Snow Tour

### GULDÄGGET SWEDEN 2005

- Silver egg: Pathway to Glory

### GRAND ONE 2005 FINLAND

- Winner of Design category: ONE



**BECOME THE ONE.**

Fighting games, also known as 'beat 'em ups', possess an enduring popularity unrivalled by other game genres. But they have become over-familiar: modern 'beat 'em ups' on fixed consoles and in the arcades are all but indistinguishable from each other. But the N-Gage's unique capabilities are about to break that mould, thanks to a blockbusting new game called ONE.

ONE is the first N-Gage game to feature a technique called "Bluetooth snare", which allows players to automatically detect and challenge other ONE players who enter the Bluetooth range of the game decks. And ONE's N-Gage Arena-based Global Ranking List will allow regional, global and national match-ups to determine the best players in each country. And, ultimately, the world. On top of the Global Ranking List there is room for only one.

The best 3D graphics yet seen on the N-Gage, new standards for fluidity of character movement, unprecedented character customisability (including clothing globally worn by a variety of urban tribes) and a distinctive, real-life, gritty, urban appearance (as opposed to Anime-style fantasy graphics) further make out ONE as the most original 'beat 'em ups' in recent history. It will be a must-buy for N-Gage owners.

### BECOMING THE ONE

ONE's global ranking system is also unique in the world of 'beat 'em ups'. Naturally, it takes into account wins and losses against human and AI opposition – but it also evaluates skill levels of individual fighters by observing the complexity, accuracy and power of kicks, punches and combos. The control system, naturally, has been developed to make the best use of the N-Gage's keypad. But 'beat 'em ups' players who like to "bash buttons" almost at random will be found out – and only the most skilful will rise to the top of the Global Ranking List.

### GAMEPLAY MODES

ONE boasts several gameplay modes. Among them are: Practice, which gives players unlimited time to develop their fighting skills. Story mode is the main single-player game. Initially, it incorporates a tutorial, and its story will see your

character travelling the world in a quest to become The One, opening up new characters and environments which then become unlocked in all game modes. Versus mode allows you to face different fighters in various locations – players can choose their fighters and locations, or let the CPU choose randomly. Survival mode challenges players to kill as many fighters as they can with only one life bar and limited time; each victory brings an extra amount of life and more time. Ranked games allows players to improve their global rankings and post them to N-Gage Arena.

Head-to-head mode allows players to set up Bluetooth games with their friends. Players can be detected and challenged even while they are playing in single-player mode, or are keeping the game in the background. There will be no need for previous arrangements or any kind of physical or visual contact between players challenging each other.

In ONE, your fighter evolves as you progress through the game. Having created a fighter, you then work your way through training and bouts against computer and human opposition. As you win fights, your character acquires secret new moves – each fighter has more than 300 moves and combos available. Effectively, as you beat other fighters, you capture their secret skills.

### REAL-LIFE LOCATIONS

ONE ignores the typical fantasy approach of fighting games in favour of realism. It features 14 fight arenas which have been meticulously designed to resemble real-world locations. Vilhelm Sjostrom, marketing manager, multimedia games at Nokia, says: "All the locations in the game are places from the real world – they are birthplaces of legendary situations where, in the present or in the past, one strong mind has put something big into action for the first time. Where,

for example, one person's determination stood up against oppression". So far, two locations have been revealed: an alley on 97th Street, New York and an area beneath the bridge over the "LA River" – the famous Los Angeles drainage channel. Further locations will be revealed in the approach to the E3 Show in Los Angeles in May.

### UNPRECEDENTED CUSTOMIZATION

Instead of encouraging its users to pick ready-made characters, ONE offers a stunningly powerful customization engine, which lets gamers design every aspect of their fighters. Thanks to the ability to manipulate outfits, body shapes and features, skin tones and clothing colours, it is possible to create literally millions of different-looking fighters within the game.

### THE KOROSHI LEGEND

ONE also features a real-life clothing brand that has acquired cult-like status: Koroshi. Sjostrom explains: "Koroshi men's and women's clothing is sold in some 25 countries and promotes individual appearances. All their clothing is made in small batches and delivered direct, so if you buy something from them, you are unlikely to meet someone wearing the same item. They communicate global, individual, urban and expressive values, perfectly matching those of ONE. Generally, the clothing in ONE reflects what urban tribes would be wearing just about anywhere in the world. We feature about 55 different clothing styles, ranging from mainstream fashion to cyberpunk."

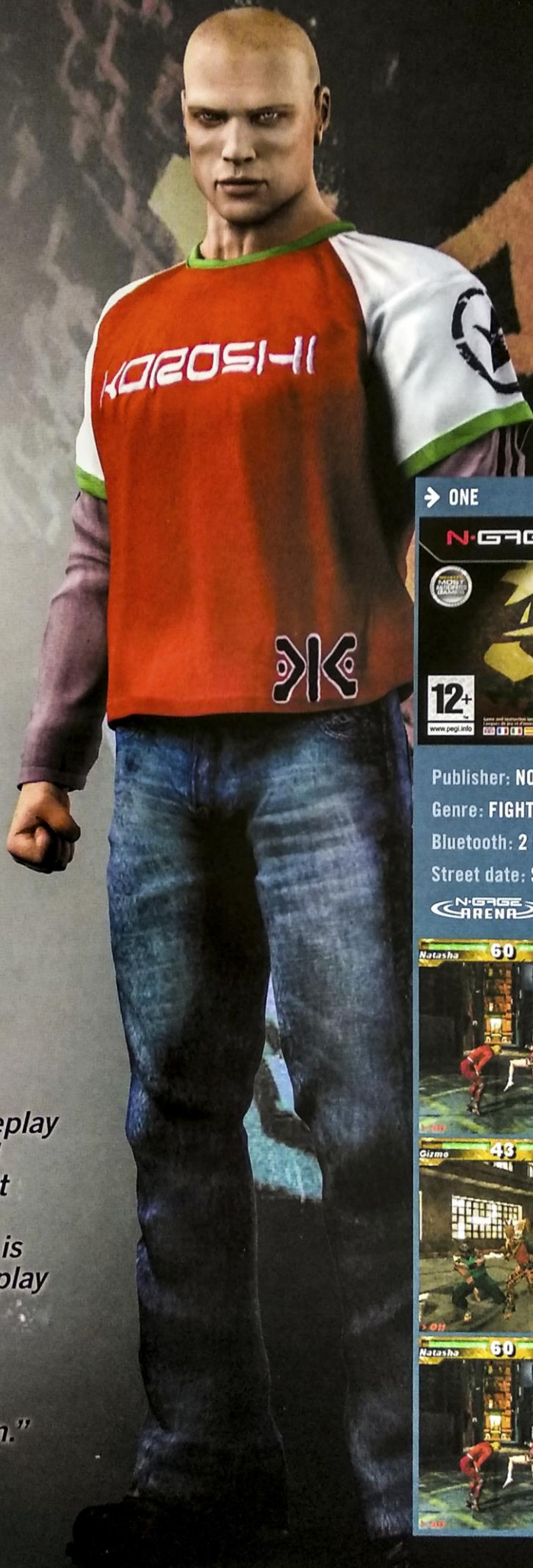
### HIGH TECHNOLOGY

ONE is perhaps the most high-tech game ever made for a handheld console. Its stunning, highly detailed 3D engine, which features dynamic lighting and proper skinning of its characters, was

originally developed for the PC. And it is believed to be the first mobile game to make extensive use of motion-capture, bringing new levels of realism to its characters' moves. Among the expert martial artists used during the week-long motion-capture procedure were Scotland's Tommy Carruthers ([www.tommycarruthers.com](http://www.tommycarruthers.com)).

**FOR N-GAGE GAMERS, ONE WILL BE THE ONE**

Its ability to allow players to challenge opponents within Bluetooth range, work their way up local and global rankings to win the acclaim of being The One, new technological standards and a refreshingly original look combined with stunning graphics mean that ONE will, simply, mark the beginning of a whole new generation of portable 'beat 'em up' games. And it is destined to be the most desirable N-Gage game yet released. ←



**Gamespot Most Anticipated Games 2005**

*"What we saw of the gameplay looks promising so far and is very reminiscent of Fight Club (the movie, not the game). The customization is incredibly deep and gameplay resembles Soul Calibur without weapons"*

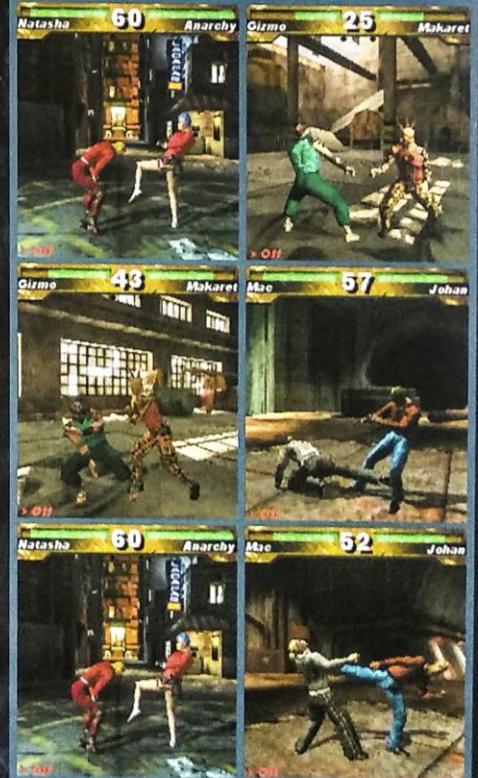
- ign.com

*"A stunning graphic design."*

- Antonio Carrasco, Meristaion



Publisher: **NOKIA PUBLISHING**  
 Genre: **FIGHTING**  
 Bluetooth: **2 PLAYERS**  
 Street date: **SEPTEMBER 2005**



# RIFTS

## PROMISE OF POWER™

→ RIFTS - PROMISE OF POWER



Publisher: NOKIA PUBLISHING

Genre: RPG

Bluetooth: 4 PLAYERS

Street date: OCTOBER 2005



## Dinosaurs roam the deep south, vampires have painted Mexico blood red and aliens have taken over Nevada. You might think that's business as usual. But if you do, you're clearly someone who's stepped through a dimensional rift or two already.

The world of RIFTS is full of them. Tears in the space-time continuum have let through all manner of mayhem. And while the aliens, beings from Atlantis and werewolves are staking out their territory, humanity is fighting among itself – some want to use the new magical powers that have emerged alongside those beings entering through the rifts, while others want to purify the human race of anyone who practises the dark arts.

Whichever side you choose, you can probably already tell RIFTS has all the hallmarks of a classic role-playing epic. A deep back-story, a plot just itching for an ass-kicking hero and plenty of monsters to keep you in peril.

If RIFTS was just a standard-issue role-playing game, this feature could probably finish there. But it's not. RIFTS is bringing a whole bag of goodies to the N-Gage that will get gamers fiending for it. And not just gamers.

Over two million role-players have played RIFTS as a pen-and-paper role-playing system, while over a million fans buy new game books in the US alone. While it may not have the profile to the videogames industry of a Dungeons & Dragons or Vampire, it has plenty of profile in the pen-and-paper role-playing world. And Promise Of Power is exclusive to the N-Gage, and the first and only RIFTS videogame developed so far. Which means there's a ready-made audience waiting for it from the pen-and-paper world. An audience that's going to be extra-hyped about the RIFTS brand this year.

"RIFTS is having its 15th anniversary in 2005, the year Promise Of Power launches," says Shane Neville, the game's producer at Nokia. "And Palladium have some big things planned." Palladium, and Kevin Siembieda, the creator of RIFTS, are also heavily involved in the creation of Promise Of Power. They've

even helped create exclusive content for Promise Of Power, including a new character class for fans to master. While that may grab fans' attention, what about the world at large? Well, Jerry Bruckheimer's movie based on the RIFTS world should mean they learn a thing or two about RIFTS too. "With the N-Gage game, the potential movie and the continuing success of the original RPG, RIFTS is more popular than ever," says Neville. While the broader profile of RIFTS will undoubtedly get a boost, that excitement still needs to reach videogamers and N-Gage owners particularly. So what has the game, Promise Of Power, got to offer them?

For starters, it's the first role-playing game on the N-Gage with the classic mix of realtime movement, turn-based combat and a diverse party of adventurers. It comes stacked with multi-player options (more on that later). And fully 3D environments that during movement are fully-rotatable.

If that wasn't enough, it's got nearly the full RIFTS rule-set in there, which means there'll be plenty of depth to play, despite the game being handheld. "Many role-playing games are light on strategy and many strategy games are light on story – we combine both in RIFTS and raise the bar," says Neville. "There were some very minor rules streaming to make gameplay quicker. But a driving factor in design and development of the game has been keeping true to the original game. We wanted it to be fun, accessible and filled with possibilities."

RIFTS is also a darker, more contemporary beast than most role-playing videogames. While most are off in fantasy cloud-cuckoo land, RIFTS "deals with political and social issues we deal with today," says Neville. "It adds a level of realism." For handheld gamers in particular, a more complex, adult and

socially-relevant title should add a new strain of role-playing game to a market glutted in cutesy Zelda clones.

Obviously N-Gage and handheld videogamers are demanding in specific ways. And RIFTS won't disappoint them. Instant saving in case your boss catches you playing, a massive 40+ hours of play and a serious mix of multi-player options all make this a handheld must-have. While RIFTS single-player might be a seriously epic story, with massive depth and possibilities, that doesn't, for once, mean multi-player has been in any way neglected. Two-player games via both Bluetooth and N-Gage Arena are possible, with a plethora of game modes to choose from.

Between Bluetooth and N-Gage Arena there are 11 modes in total. **For both Arena and Bluetooth** Battle Royal sees entire teams of characters going head-to-head, while Defender sees one player's team of characters defending a fortress while the other player's team attacks, and Survival sees two players' teams working together to fight as long as possible against waves of enemies. For N-Gage Arena only there will also be two "ladder" competitions, letting players compete with each other for worldwide rankings.

Most interesting of all, as combat is turn-based, RIFTS online multi-player features a "play by message" option. "If your opponent isn't online, your move will be waiting for them the next time they go to N-Gage Arena." So if you lose coverage, a battle's taking too long or you want to just play sporadically, you're not tied to your game deck once you start battling. Nokia and Backbone, the successful handheld games developer, have clearly thought through clearly what will make for a unique, big-hitting role-playing experience on the N-Gage. RIFTS is going to tear a new hole in gamers' worlds. ←

**"Rifts...the game is incredibly visual with impressive sprites and backgrounds. The perspective is solid and gameplay is a breeze. Anyone who's remotely a fan of the original games will be in Heaven over this title, but it will likely become one of the N-Gage's biggest crossover titles as well." - ign.com**



**A brand new, original franchise, High Seize combines a rich storyline with deeply addictive, fast-paced turn-based strategy gameplay. Set in the Caribbean islands in the 17th Century, and inspired by Robert Louis Stevenson's classic book *Treasure Island*, it is a rip-roaring tale of adventure on the high seas.**

Designed to be accessible to players who have never played a strategy game before, yet packed with sufficient depth and richness to satisfy hard-core strategy game enthusiasts, it will find fans across the full spectrum of N-Gagers.

#### **INVOLVING, EPIC STORYLINE**

High Seize literally takes its players on a journey: in the single-player game, they take on the role of a former navy captain called Wilhelm whose father has been kidnapped by the evil pirate Crimson Bob. Wilhelm embarks on an epic quest to find his father. The story begins with Wilhelm marshalling his fleet of fishing ships to beat off a pirate attack from Crimson Bob's sidekick Croco Greg. As Wilhelm seeks to find information about

his father's whereabouts, he embarks on myriad adventures, including treasure-hunting, participating in clashes between colonial countries, big sea-battles, fighting pirates, and even has time to find romance. Toni Virhia, producer of the game as well as the critically acclaimed *Pathway to Glory*, said: "High Seize has a great story at heart, and we know players will enjoy following the twists and turns of this strategy-based game".

#### **FAST STRATEGY GAMEPLAY**

High Seize's gameplay has been likened to that of *Advance Wars*, one of the most popular handheld games ever. It uses the engine which powered *Pathway To Glory*, the most successful N-Gage game yet, so, although turn-based, it has the

fast-paced feel of a real-time game, and is bound to appeal to *Pathway to Glory* enthusiasts.

Much of the gameplay derives from the different European nations – English, Dutch, Spanish, French and Pirates – who have colonized the Caribbean islands within the game world. As Wilhelm's quest continues, he is drawn into politics and battles occurring between the different factions.

One outstanding feature of High Seize is that it offers different modes of gameplay to suit different types of players and even to suit those players physical circumstances. It is possible to dip into the game for a brief 'bus-stop' gameplay session, and equally possible for players to set up lengthy strategic battles against

global adversaries. High Seize has been specifically designed to be more “pick up and play” than Pathway to Glory – it is easier to approach, yet still serves up a deep and involving gameplay experience. It is also unusually non-linear for a handheld game: once players reach a certain level, they can sail freely around the game world and choose which missions and battles to take part in.

### THRILLING MULTIPLAYER ACTION

High Seize has a strong emphasis on its multiplayer side. There are three multiplayer modes: multiplayer on one device via Hotseat connection; wireless local multiplayer gameplay via Bluetooth; and, most excitingly, worldwide multiplayer gameplay via N-Gage Arena. Up to four players can battle it out against each other, and a wide range of multiplayer game settings means that High Seize has an almost endless variety of multiplayer game styles.

The core multiplayer gameplay consists of short, somewhat chess-like, turn-based battles in battlefields divided into blocks. Each player must move his or her units during their turn, and the player who is most able to build strong strategies, plan his or her future movements and anticipate the opponent's movements well is most likely to win. In total, there are 34 multiplayer maps to choose from – so, in combination with the single-player and tutorial maps, High Seize boasts no less than 66 maps in all.

### ARENA FEATURES

High Seize supports all the key N-Gage Arena features, including all community services (such as instant messaging and statistics viewing) and both ranked and filtered match-making. The global multiplayer game has a sophisticated global ranking and player balancing system. So, High Seize is sure to develop a huge following over N-Gage Arena, with tough competition determining who will become the best player in the world.

### A UNIQUE EXPERIENCE

High Seize's unique blend of easy approachability and deep, involving gameplay marks it out as something new in the games world. Producer Tony Virhia says: “The gameplay is easy to approach, yet the depth of the gameplay provides endless challenges, even to hardened strategy gaming veterans. The game has been designed with a lot of emphasis on building an interesting and adventurous game world that players will be immersed into with the help of thrilling storyline. The storyline is revealed to the player in the form of fully animated and voice-acted animations, which is something yet unseen in games of this scale. Fans of Pathway to Glory will find High Seize's well-tuned gameplay and controls very appealing, along with the level of strategic elements enclosed in the game.” Has any game delighted in such a well balanced mix of entertainment, accessibility and depth? ←

### → HIGH SEIZE

Publisher: **NOKIA PUBLISHING**

Genre: **STRATEGY**

Bluetooth: **6 PLAYERS**

Street date: **OCTOBER 2005**



# SYSTEM RUSH

Hang on for the ride of your life in System Rush, the first 3D arcade racing game for the N-Gage platform set inside cyberspace itself.

Intense as digital diversions come, the title's a riotous romp through the roadways of an alien realm where wheelmen's ingenuity is rewarded with spectacular, gravity-defying feats of skill and endurance.

"There's never been a more fast or furious offering for the N-Gage," says Ideaworks3D's senior producer Rob Hendry. "Nothing matches System Rush's speed, playability or graphical finesse."

At the outset, players choose from two unlikely heroes: Megumi Noe and Vincent Mackie. Both work as white hat hackers. Together, the duo has invented a program, known as KIYOMERU, capable of protecting any network from malicious activity.

Imagine their chagrin when a group of cyber-criminals, working for a coalition of evil corporations, swipes the software. The thieves' plan: turn the application into a logic bomb powerful enough to annihilate any network and leave rival companies crippled. Thus, it's decided... the data must be recovered.

One small problem, however: with the program's source code scattered across the globe, retrieval requires infiltration of the felonious firms' networks. And, for that matter, the most high-profile hack the world has ever seen.

"The job's intense, especially since you're up against large corporations with significant safeguards," says Ideaworks3D lead designer Nic Cusworth. "But then that's part of the thrill, isn't it?"

Enter a unique racing challenge in which your actions determine the fate of the future itself. As Megumi or Vincent, you'll soar through security levels – each portrayed as a virtual speedway hosted on one of the guilty parties' computer servers

– in a cutting-edge conveyance called a Co-Vec, short for "code vehicle." The further you travel, the closer you come to infiltrating adversaries' systems and reclaiming your stolen code.

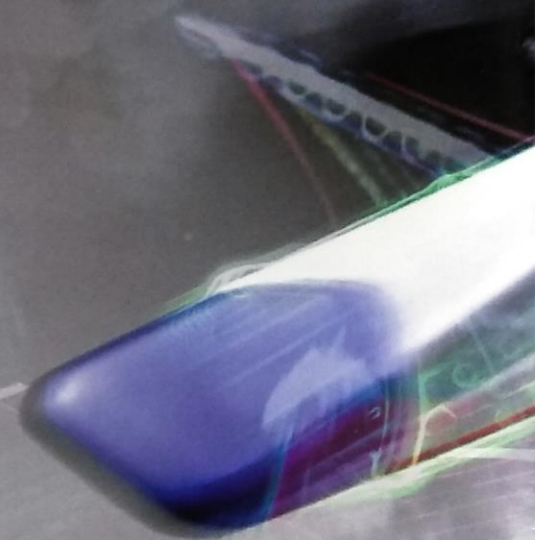
Divided into international engagements, the action's spread across five networks housed at Japan, Russia, South America, the USA and Europe. Composed from three tracks, each featuring a trio of distinct 'security' race levels, stages sport audiovisual themes and iconic images in keeping with the country they're most closely associated with.

Touting 15 unique environments with multiple course configurations and a whopping 50 individual races total, System Rush will test the limits of gamers' endurance. Laughs Cusworth, "there's nothing quite like it."

Shredding cyberpunk environments, players must square off against rival gangs while avoiding obstacles, snagging power-ups (e.g. code freezes and plasma shields) and attempting insane stunts. The ultimate thrill ride, its frantic approach to high-stakes competition is sure to strike a chord with N-Gage owners who possess an insatiable need for speed.

Piloting a variety of different Co-Vecs, you'll enjoy an intuitive outing – vehicles are controlled via the D-pad – where drivers are encouraged to get ahead by sliding and gliding past adversaries. Beware, though... each race 'security' level you'll compete on bristles with baddies, traps and defense systems designed to snare the unwary.

"It only gets harder as players progress through the game," says Cusworth. "You'll have to negotiate gravity lines, dodge laser barriers and catapult your Co-Vec huge distances via slingshot boosters."



Therefore think smart as you scream down straight-aways and hog the inside lane on hairpin turns... a second's hesitation, and they'll be scraping you off the pavement. Don't be shy about using pick-ups or boosters either; such standbys are the sole chance you have of evening the odds stacked against you.

Of course, confidence can alternately be your salvation or undoing. Breezing past network defenses and outmaneuvering foes like minions, tracers and wingmen is easy when compared with grinding it out against the 15 brutal bosses you must eventually face.

Even more intimidating are Kingpin characters, the most elite enemies of the bunch. Only by defeating these dastardly opponents, who bar the way forward between networks, can your journey continue. But keep a cool head and prove their undoing, and you'll eventually be rewarded with awesome upgrades and additional vehicles.

Game variants include a variety of com-



**"A racing videogame which combines speed with a plot themed on computer hacking"**

- Antonio Carrasco - Meristation

Explosive online features that push the envelope for N-Gage Arena are at your fingertips as well. "Community elements are crucial to the experience," explains Hendry. Among highlights: provisions for shadow racing up to three other players on five unique tracks and limited edition cars which can be unlocked for offline enjoyment. Profiles and global league tables charting player performance will also be offered to boot.

What's more, video clips of recorded races can further be uploaded or downloaded over the groundbreaking "Hack TV" system. Footage, which anyone can access, provides instant entertainment as well as insight into how record-breaking lap times are achieved.

Peruse the selection as a spectator, and you'll not only pick up on other players' strategies, but also be invited to vote on the fastest runs. Community favorites receive special recognition, so there's always a good reason for refining your technique.

A state of the art graphical engine underscores the excitement, ensuring every trick you squeeze off during these encounters shines with visual gloss. Highly stylized, the game's futuristic aesthetics and space age sound effects will instantly appeal to sci-fi fans. The difference here being that, armed with an N-Gage, anyone with a flair for the futuristic can actually live out showcased engagements.

Optimized for the gaming phone and equally suited to passing fancies or prolonged play sessions, System Rush is guaranteed to set the standard for mobile mayhem when it ships this summer. "Simply put, this is the definitive racing game for the N-Gage game deck," says Hendry. "You won't find a finer, or flashier, alternative." ◀

Peruse the selection as a spectator, and you'll not only pick up on other players' strategies, but also be invited to vote on the fastest runs. Community favorites receive special recognition, so there's always a good reason for refining your technique.

Optimized for the gaming phone and equally suited to passing fancies or prolonged play sessions, System Rush is guaranteed to set the standard for mobile mayhem when it ships this summer. "Simply put, this is the definitive racing game for the N-Gage game deck," says Hendry. "You won't find a finer, or flashier, alternative." ◀

➔ SYSTEM RUSH



Publisher: NOKIA PUBLISHING

Genre: RACING

Bluetooth: 2 PLAYERS

Street date: OCTOBER 2005



# PATHWAY TO GLORY™ IKUSA ISLANDS

## → PTG IKUSA ISLANDS

Publisher: **NOKIA PUBLISHING**

Genre: **STRATEGY**

Bluetooth: **6 PLAYERS**

Street date: **NOVEMBER 2005**



**N-Gage fans will be thrilled by the news that the critically acclaimed and hugely popular Pathway to Glory is to return, in the form of a new game entitled Pathway to Glory Ikusa Islands.**

PtG Ikusa Islands essentially makes use of the same underlying technology as the original game, but its action takes place in the Pacific Theater of World War II, and all aspects of its gameplay and technology have been improved, while new features have been added. Although it will still appeal to the hardcore users who embraced the original with fervor, it has been carefully redesigned to provide a more approachable & action-packed gameplay experience, with a full scale movie-style narrative.

## IMPROVEMENTS AND ADDITIONS

Based on carefully analyzed feedback collected from press reviews, beta testers and the gaming community, the Pathway to Glory team has redesigned almost every aspect of Pathway to Glory Ikusa Islands. Including:

**Tutorial:** now given its own purpose-built levels, the tutorial has been integrated into the story and hence supports the overall gameplay.

**Artificial Intelligence:** making the single-player game even more true-to-life, as well as introducing a vast range of Japanese infantry fighting styles and characteristics.

**Graphics:** now uses a broader color palette, better reflecting the specific regional environment.

**Soldier voice-over system:** a huge number of new branch-specific voice lines means that the lines soldiers speak reflect their character development and respond to specific in-game occurrences.

## STORYLINE AND SETTING

Pathway to Glory Ikusa Islands (Ikusa is the Japanese word for war) takes place between May 1942 and June 1945 on several islands in the Pacific War Theater, eventually moving towards the mainland. It tells the story of three years in the life of a squad of US Rangers – rugged, tough soldiers who had seen action in Europe but were about to discover the full horrors of war in the Pacific War Theater. The framework for the storyline is based on real battles; war historians were involved in the making the storyline and environment.

The Pacific Theater setting allowed developer Red Lynx to generate a whole new set of Japanese soldiers (with authentic dialogue), vehicles and weapons (including an all-new light mortar) – even the AI has been altered to reflect the fighting style of the wartime Japanese Army as well as introducing to players a comprehensive voice dialogue in Japanese and English. And PtG Ikusa Islands benefits from a surprising vein of black humour.

## SINGLE-PLAYER GAMEPLAY

While, like its predecessor, Pathway to Glory Ikusa Islands has been tweaked to make its battles and game play more hectic and intense. In addition to the more comprehensive tutorial, the mis-

sions have been made more full-on and fast-paced. Also, the story now is the driving force for events, (whereas, in the original game, it was more supportive of events).

#### MULTI-PLAY

A substantial number of alterations have been made to Pathway to Glory Ikusa Islands' multi-player game, designed to both ease gameplay and generate an even richer experience. An in-game chat system has been added to the global GPRS game via N-Gage Arena, enabling voice and text communication between both friends and foes. The Global Battleground match-making has been improved for faster and easier access to GPRS multiplayer games. Bluetooth and Hotseat multiplayer game modes, enabling up to 6 players to fight using a single

game deck, are also supported. The multi-player campaign offers all the distinctive battle environments of the Pacific War Theater, from urban environments to deep jungle. In multiplayer mode, up to 6 players can control a total of 48 soldiers in the battlefield.

Determined to bring Pathway to Glory Ikusa Islands to the market as soon as possible after its predecessor, Red Lynx assiduously gathered and analysed press reviews and feedback from gamers and game testers. That process allowed it to improve on an industry benchmark game in every respect. The result is a game which will create new standards, and deliver a full-blooded gameplay experience which will delight even the most seasoned Pathway to Glory veterans. ◀

# PAYLOAD



**Eye-popping vehicular action and killer combat mechanics combine in one of the most mind-blowing and addictive 3D racers ever seen on a handheld gaming platform.**

For full throttle, pedal to the metal excitement, Payload's unprecedented mix of white-knuckle arcade racing and weapon-based mayhem can't be beaten.

Set in 2245, the game – simultaneously playable by up to 4 via Bluetooth connection – paints the future as an uncivilized era where ruthless robber barons fight for control of revolutionary fuel source Deep Blue.

“The story unfolds in an alternate universe, but features human characters and planets not entirely dissimilar to Earth,” says Tantalus CEO Tom Crago. “Ararat, the colony on which the tale takes place, isn't particularly pleasant. Characters you'll meet are there for the money, or because they've got nowhere else to go.”

Observe hero Abel Harker. A falsely accused fugitive from justice, he arrives on the off-world outpost penniless and without ID. Incapable of finding work and at the point of desperation, our star accepts an assignment from a mysterious stranger. The upshot: he becomes a pitrunner, signing on for what Crago calls “the most dangerous job on the planet.”

Cue a 3D racing experience unlike any gamers have ever witnessed. Blending elements of combat, strategy and high-stakes, edge of your seat action into one irresistible whole, Payload literally blows the competition away.

Controlling a skim – picture a freakish cross between a hovercraft and low-altitude plane – you'll undermine and outwit opponents while flooring it for the finish

line. These vehicles, heavily armored and capable of hauling cargo at insane speeds, come equipped with cutting-edge weaponry. Hence logging in the best lap times isn't game deck owners' only goal during electrifying encounters... assassinating adversaries also proves an integral part of play.

Witness the vast arsenal of destructive add-ons available (over 15 weapon types can be acquired in total) to wheelmen who'd dare brave the title's 10 sprawling worlds. “A few of the more interesting examples include the Scryeburst Explosive Flare, Haftenkleber 242 Monkey Bomb and the Intelliport TMT,” says Crago.

Never mind good sportsmanship either; dirty tricks like smashing into foes' skims and running enemies off the road are encouraged. The more adversaries you eliminate through direct assault, the easier claiming victory becomes. Think of it as a futuristic destruction derby, if you will, the only difference being the sole reward for coming in second place is a messy, painful death.

Gamers who fall for the title will find the love affair a long-lasting one too: despite an intuitive interface and straightforward premise, the adventure is as deep as they come. A captivating plotline, told through cutscenes and in-game exchanges, follows Harker's saga as he rises from obscurity to become an iconic figure in the fight for miners' rights on Ararat. But before claiming vengeance on Ocumaster, the nefarious corporation who controls the colony, you must first become a daredevil behind the dashboard.

“There's a great deal of strategy implicit

in attempting every mission,” volunteers Crago. “Each world has its own specific terrain, physical layout and distinctive feel. All will pose a considerable challenge as players make their way through the game. We've tried to make these environments richer and more detailed than anything seen on the N-Gage to date.”

Furthermore, there's no universal formula for mastering skim controls... all models you'll be taking for a test drive handle differently. Across the board though, the vehicles are light, powerful and extremely fast. Several also sport a short turning cycle, allowing for rapid attacks and retreats, introducing the possibility for prolonged tactical engagements.

Developer Tantalus Interactive additionally promises a shield system that'll test player reflexes. Expect it to come in handy as you soar over huge gaps and rush through ravines at maximum velocity. As a result, races will be one thing alone: fast and frenetic. Laughs Crago, “The game is explosive... at one point we even nicknamed it “Blowing Stuff Up.” There's a lot of fun to be had here with a large assortment of unique weapons.”

The type of jaw-dropping outing that's only possible on the N-Gage platform, Payload's insane antics only become that much more entertaining when you access inherent wireless features.

Fully customizable from the get-go, players can configure race objectives, skims, weapons and starting line placement before blowing buddies away in multi-layer mash-ups. Aspiring champions will also enjoy N-Gage Arena support, with



extensive connectivity one of the game's most compelling draws.

Finish fricasseeing friends in personalized competitions known as challenges – hundreds of different combinations are available for you to pick and choose from – and you can literally wage war against the world's top-ranked recruits.

Online ranking systems chart individual progress, granting the best of the best fodder for bragging rights. Wallpapers, bonus skims and an extra single-player story mode are also available for optional download. Challenges – which may be uploaded and distributed amongst associates – also offer perpetual incentive for keeping your skills sharp.

"Nokia has given us the freedom to make the best N-Gage-specific title we could possibly deliver," admits Crago.

Efforts include packing in multiple mis-

sion-based game modes which won't play the same way twice. Non-linear elements are also incorporated into events, so you'll never know what challenges lurk around the next corner. The only thing certain while cruising blasted wastelands and brilliantly-lit landscapes is that danger's but a heartbeat away.

Crago says game deck enthusiasts wouldn't have it any other way. "The first thing you'll want to do is go looking for trouble, then back up and attempt to blast your way out of it."

Think you've got what it takes to rule the roadways? Meet your match.

Says Crago, "We've set the bar extremely high here... this is one of the deepest, most impressive N-Gage games ever made. Tantalus has created numerous handheld titles in the past. In terms of design, graphics, and gameplay, Payload leaves them all eating dust." ◀

## → PAYLOAD



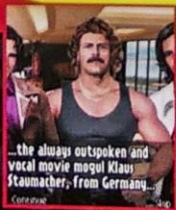
Publisher: **NOKIA PUBLISHING**

Genre: **COMBAT RACING**

Bluetooth: **4 PLAYERS**

Street date: **2006**





The Civilization brand has been at the forefront of strategy since its 1991 inception.

# CIVILIZATION®

Nothing has matched the turn-based empire-building series for size, depth and richness – no other game distils so many styles of play, where supremacy can arise from technological, military or even cultural advance. The combination of might, tactics and highly intelligent opponents has seen Civilization build a huge fan base that remains faithful over a decade on.

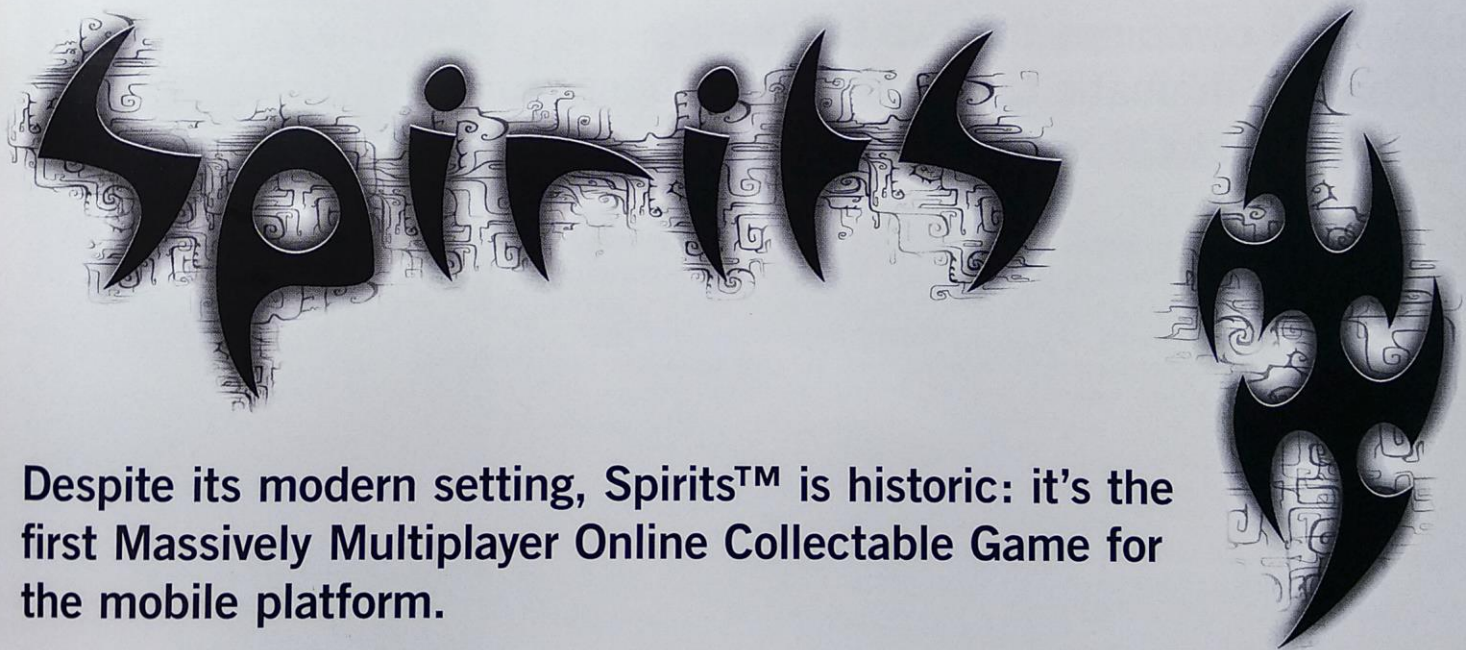
As Timo Toivanen, Games Product Marketing Manager, says: “For Civilization fans, hearing there’s now a small but perfectly formed portable version on the N-Gage is big news. Now you can play it all the time, you don’t have to leave it on your home computer. You can play it 24-7.” Cherry-picking the best elements from the PC trilogy, this offers everything its big brothers have – not least the

ability to get players hopelessly addicted, an aspect that dominates many past reviews. That 24-7 nature has never been better served than now.

Civilization tasks players with transforming a stone-age village into a space age empire, all the while battling opposition from up to five other races. Success involves building, exploring, researching new technologies and, inevitably, fighting – each tribe has particular strengths, plus several unique units and abilities. Marines, for instance, can attack from the sea, and players encounter everything from chariots to stealth bombers, pikemen to paratroopers, battleships to nuclear bombs. However, just creating a content society and building a morale-boosting Wonder of the World – such as the Statue of Liberty – can see weaker

societies assimilated. Civilization offers more than brute force.

Spies, for instance, can sabotage, incite riots and even poison the water, causing as much havoc as a warhead. Backstabbing alliances, trading and diplomacy can also turn the military tide, while richer societies can afford better technology, which in turn means more power. Strategies are legion. This is the game’s key. The complexity has ruled out multiplayer, but Civilization is a solo experience at heart: “The replay value is massive,” says Toivanen, “you can choose starting points, units, maps, tribes, enemies... completely customise it all.” And now this personalised game, this entire world, can go anywhere. ←



Despite its modern setting, Spirits™ is historic: it’s the first Massively Multiplayer Online Collectable Game for the mobile platform.

Exploring a ‘persistent’ world hosted via Arena, players hunt, collect and duel against otherworldly creatures; naturally there is an offline element too, but the game’s real selling point is the way it pushes Arena.

“You play as yourself,” says Robert Henrysson, CEO of Jadestone, “and you come into contact with a strange phenomenon via your N-Gage.” A ‘hunt

module’ allows players to search the world – real and created – for spirits with which to fight an evil that would destroy the world. “It takes wits and knowledge to find the clues and investigate the missions. Through that module you’ll be able to do a lot of strange stuff and collaborate with a lot of other people...”

Arena also provides global rankings for collectors and duelists, plus match-

making, buddy lists and ongoing new content; there’s strong story arc, but the gameplay is potentially endless. “I feel really strongly it’s the first time we’ve seen a game that goes beyond what you get on the cartridge,” says Henrysson. “It forks out into the real world. It’s a fully community-based MMOG game.” Utterly modern, then, but historic. ←



When it comes to supercars, nothing succeeds like excess – and when it comes to excessive eras, few match the 1980s. Glimmerati combines the two to create a high-paced, dramatic racing game, but does more than just cut and shut these two facets.

Granted, the current interest in 80s music and fashion means it fits smoothly into the retro cultural landscape, and arcade racing is always popular, but Glimmerati adds more. It immerses players in the landscape with a story, told in movies and advanced by missions. It goes beyond simple championships. It's the first of its kind on N-Gage.

As the name suggests it's all about glamour – it crosses Milan, Paris and the Alps to Monaco. Club Glimmerati is a rich, prestigious association of hard-driving international playboys, and it's the player's task to wrestle control from its overlords. Gamers race point-to-point face-offs, lap circuits, are entertained by the beautiful people and do 'favors,' such as outrunning the paparazzi or delivering dodgy packages. As Games Product Marketing Manager Timo Toivanen says, "The racing's not ultra-serious, and neither is the story. It's very tongue in cheek. You meet quite a few beautiful women, and sometimes you might get

lucky..." The characters are fictional, but those who remember the 80s may find some eerily familiar... could they be real celebrities? "No, we deny everything!" says Toivanen, laughing rather hard.

Cars are heavily 'influenced' by the over-the-top Ferraris, Lamborghinis and Porsches, and all can be reduced to smoking wrecks, though interestingly non-terminal damage only adds to your 'fame' rating. It's another incentive to drive madly, and with jumps, surfaces changing from Tarmac to snow to ice and obstacles just crying out for players to ram opponents into, the emphasis is firmly on fun. Indeed, the eight cars plus a limo, a bus and even a rocket car. And of course Monaco wouldn't be the same without powerboats – there are three. It can all be raced with 2-4 players via Bluetooth, and statistics-rich Club Glimmerati cards can be uploaded to Arena for global bragging rights. And there, naturally, only the most excessive will succeed. ←

→ GLIMMERATI

N-GAGE

ONLY ON N-GAGE

GLIMMERATI

NOKIA

Publisher: NOKIA PUBLISHING  
 Genre: RACING  
 Bluetooth: 4 PLAYERS  
 Street date: JULY 2005

N-GAGE ARENA

Time: 00:14:59 Lap Time: 00:14:59	Lap: 1/3 Pos: 7/8	Time: 00:34:18 Lap Time: 00:34:18	Lap: 1/3 Pos: 6/8
Time: 01:13:93 Lap Time: 01:13:93	Lap: 1/3 Pos: 8/8	Time: 00:22:03 Lap Time: 00:22:03	Lap: 1/3 Pos: 6/8
81	124		

Reward

TRIAL MEMBER

Maxwell gave you a trial member club card

...the always outspoken and vocal movie mogul Klaus Staumacher, from Germany...

Continue Skip

# MILE HIGH PINBALL

N-Gage owners can finally go full tilt with Mile High, the first pinball simulator touting wireless multiplayer capabilities and community features as well as riveting arcade action.

"You don't play the title... you live it," says Steve Patterson, senior producer for Nokia. "Everything you experience can be shared with other people."

What an experience it is; after customizing a ball with chrome and silver skins, players must climb the world's largest pinball table, topping 80 screens in height. The goal: scale the vertically-scrolling structure while avoiding obstacles, uncovering secrets and retrieving rare collectibles.

Backgrounds – built from glass, metal and other high-tech trappings – feature bumpers, flippers and flashing lights. Transparent overlays afford perspective as you ascend into the stratosphere, presenting tantalizing peeks at the heavens and outer space.

Hypnotic as the audiovisuals are, the action's more attention-getting still. It starts with springs, spinners, magnets, beams and ramps. Before you know it, guardian angels and robots actively impede one's progress. Then, the bottom drops out: brutal bosses such as the dragon appear.

Thankfully, a whopping 35 power-ups (periodically awarded or purchased from shops) bestowing abilities including dou-

ble damage, slow-motion and fiery attacks are available. "They're the coolest part of play," says Patterson. "Not to mention your only hope of defeating more than 25 intelligent enemies."

Collect and trade these extras with friends over N-Gage Arena, or observe other players' progress. Challengers can even go head-to-head using built-in Bluetooth support. Playable both online and off, you've also got the option of sending snappy remarks to rivals further down the tower.

Perfect for 5- or 50-minute breaks, autosave functions regularly record your progress, so life won't get in the way. Practice demolishing drop targets as your schedule permits; just don't plan on putting the title down soon. Integrated level editing tools let users create their own boards, assuring the original adventure's end is only the beginning.

Explains Patterson, "With Mile High, we've created the first pinball game sporting this much depth that doesn't require a massive time commitment. You'll jump in, you'll jump out, but believe me... you'll keep coming back for more." ←



Publisher: **NOKIA PUBLISHING**

Genre: **ARCADE**

Bluetooth: **2 PLAYERS**

Street date: **NOVEMBER 2005**



## The first retro games compilation for the N-Gage, Atari Masterpieces Vol 1 features a selection of the earliest arcade videogames, all of them acknowledged as cast-iron classics and played by millions of people over the years.

As well as representing great value, with no less than eight games in one package, there are an additional four unlockable bonus Atari 2600 games. Atari Masterpieces Vol. 1 taps excitingly into the in-

creasingly popular modern trend towards retro gaming.

### The games are:

**Asteroids** – the mega-successful asteroid-shooting game with pioneering vector graphics.

**Battlezone** – the tank game whose graphics were so ahead of its time that the US Army used a version to train its tank commanders.

**Black Widow** – a true Atari rarity where the player fights insects on a vector web.

**Lunar Lander** – the first vector-graphics game (from 1979), in which you land a Lunar Module on the moon.

**Millipede** – the insect-based shoot-em-up that was the sequel to Centipede.

**Missile Command** – the nuclear war-themed smash hit in which you protect your

bases from incoming missiles. **Red Baron** – the first first-person flight simulator. Featuring fantastic vector graphics and powerful sound.

**Super Breakout** – this brick-smashing game stands as one of the most memorable and imitated game designs ever conceived.

In addition, there are four unlockable games from the original home console, Atari's 2600: Adventure, Surround, Video Chess and Yar's Revenge. Plus a rare goodie: 20 minutes'-worth of interviews with Nolan Bushnell, founder of Atari, inventor of Pong and the father of the modern videogames industry.

All of the Atari Masterpieces games feature simple gameplay which is highly addictive. They will appeal to N-Gagers of a certain age who frequented arcades in their youth, as well as those curious about the games industry's history. ←

### → ATARI MASTERPIECES VOL. 1



Publisher: **ATARI**

Genre: **RETRO GAME COLLECTION**

Bluetooth:

Street date: **SEPTEMBER 2005**



## Catan is one of the world's most popular board games – over 15 million people have played it worldwide.

And now it has come to the N-Gage, in the form of a turn-based strategy game playable by up to four people, via both Bluetooth and N-Gage Arena.

Catan's gameplay involves settling, harvesting and building cities, in order to dominate the island of Catan. Rolling the dice in the game determines which resources are allocated to each player, and players must use those resources as effectively as possible.

Catan has three game modes: Free Game, in which the first player to 10 points (allocated for harvesting different commodities) wins; Tournament Mode, in which you play through three challenging

rounds before, if successful, a bonus round; and Quest Mode. Quest Mode consists of 16 separate missions, which vary from building the longest road to finishing the game within 35 turns.

With stunning, Japanese-style graphics created by the well-known illustrator Susumu Matsushita, Catan will thrill dedicated board-gamers and strategy gamers alike. ←

**"One of its top qualities is its originality"**

- *Fernando Borrego, Meristation*



### → CATAN

**N-GAGE**

1-4 PLAYERS

**Catan™**



CAPCOM

N-GAGE ARENA ONLINE FEATURES AVAILABLE

Publisher: **CAPCOM**

Genre: **STRATEGY**

Bluetooth: **4 PLAYERS**

Street date: **AUGUST 2005**



"This is a thoroughly faithful adaptation and probably the first really impressive Worms game not on PC" - IGN.com

WIPE OUT YOUR OPPONENTS WITH YOUR ARMY OF WORMS

# WORMS WORLD PARTY



Battle against the enemy worms in bizarre landscapes with crazy weapons

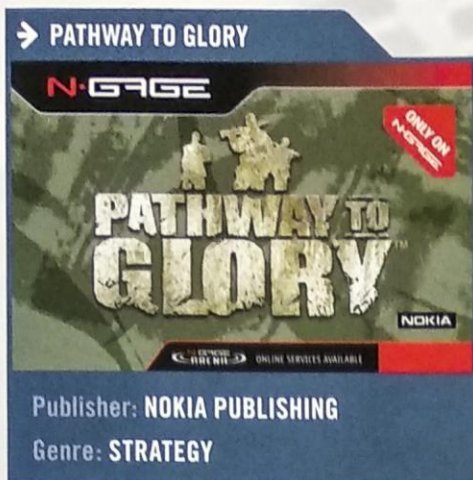


Take on a rival via Bluetooth connection or try 4 player combat in N-Gage Arena



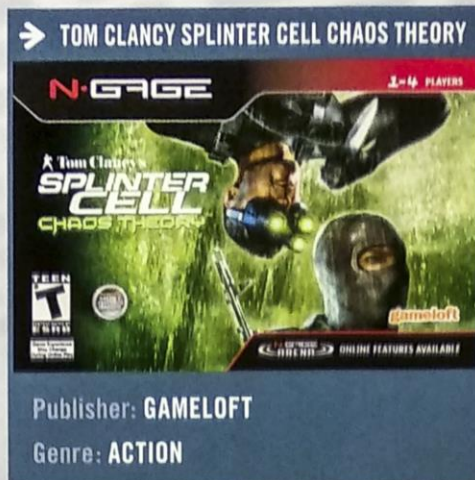
**N-GAGE**  
NOKIA  
The gamer's phone





'The words "must-have" are forming on my lips...'

Gamespy.com



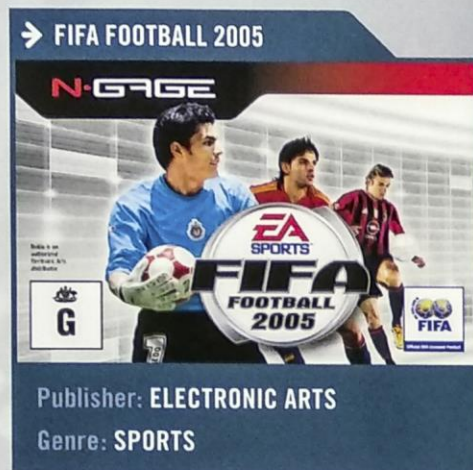
'The best portable Splinter Cell.'

- Antonio Carrasco, Meristation



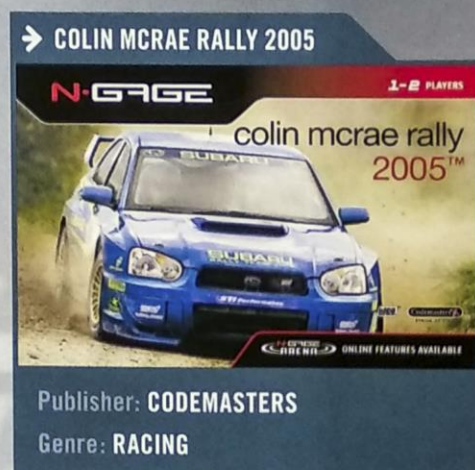
'This is a game experience unlike any other out there, and it's the best N-Gage game available so far.'

Gamespy.com



'This is the mobile champion of the season: Fifa Football should be plugged in every N-Gage.'

Bravo Screenfun



'Every aspect of the game is honed to perfection and finally Nokia's portable platform appears to have taken advantage of in all its potential.'

GMC Italy



'This game is already one of the most technically impressive games on the N-Gage'

Gamespot.com



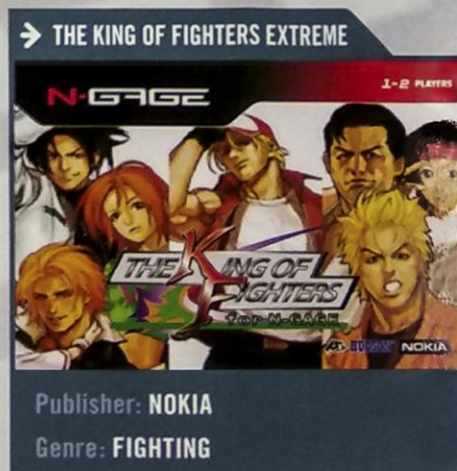
'With its wireless link play and simple presentation, Worms World Party is the perfect title to bring to N-Gage.'

IGN.com



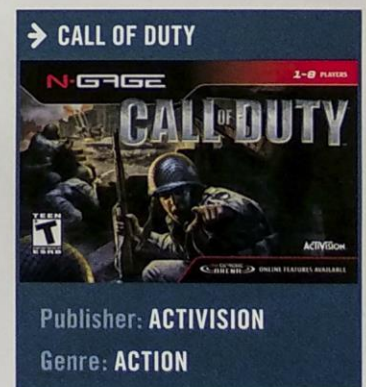
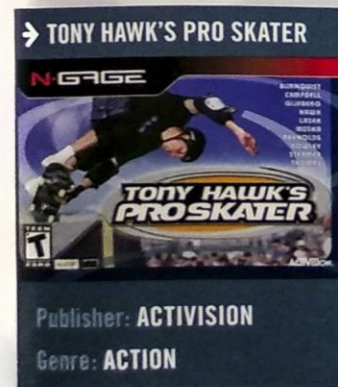
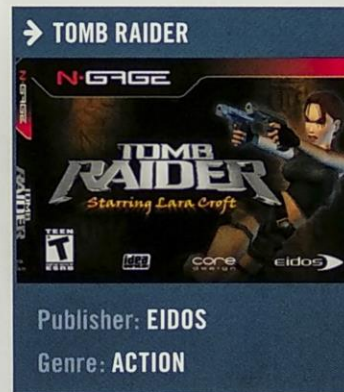
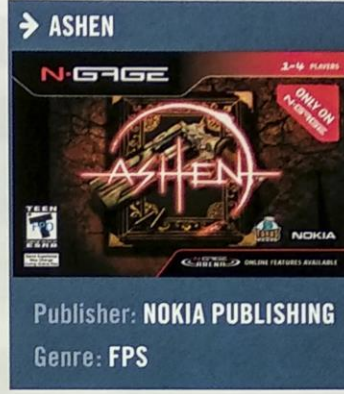
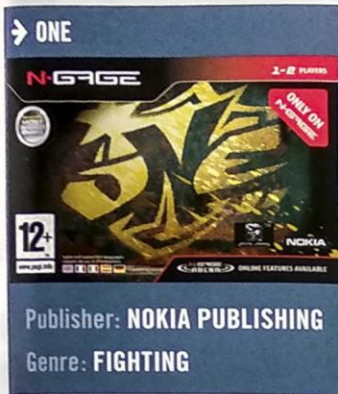
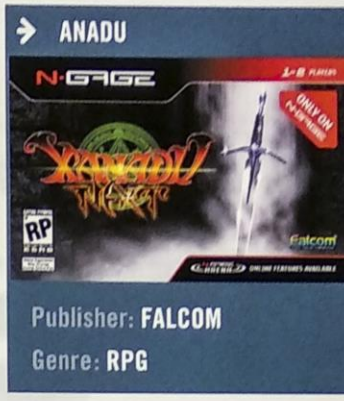
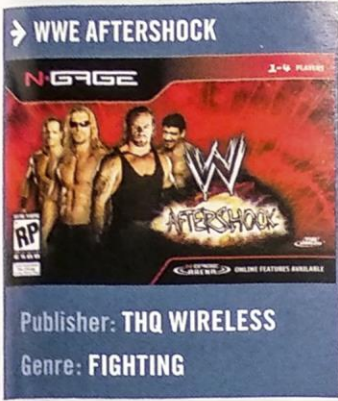
'If you want a go-go snowboarding game, there really is no better option than SSX: Out of Bounds.'

IGN.com



'Every platform needs a good beat 'em up, so Kyo Kusanagi and the gang have arrived to knock some sense into N-Gage owners.'

80% Gamesmaster



# VIVA N-GAGE

The N-Gage game deck has been a stunning hit in Spain: in its first year on sale, over 100,000 units have marched out of the shops, making Spain the most successful N-Gage territory to date. And the achievement of a critical mass of sales there – generating a huge community of N-Gagers – has driven further sales.

The Games Business Unit Spanish team, formed by Fernando Sanchez (Games Business Manager), Manuel Reverte (Games Product Manager) and Gema Merchan (Games Sales Manager), explained that locally conceived bundles were a key factor in which the sales team was able to fuel solid N-Gage results: "We have used bundles from the region, such as N-Gage QD plus Pathway to Glory and N-Gage QD plus Spiderman 2. But on the other hand, we implemented three independently created local bundles which sold phenomenally well, including N-Gage QD plus a 128MB MMC card pre-loaded with video-clips from the most famous singers in Spain, plus Rayman 3; N-Gage QD plus USB Bluetooth adaptor; and N-Gage QD plus FIFA Football 2005, Splinter Cell, Tony Hawk's Pro Skater, Tomb Raider and a game deck case. Christmas 2004 was

a key season for these bundles, which we hope to emulate at key stages during 2005."

It is easy to see how Nokia Spain's bundling initiative opened up people's awareness of the N-Gage's myriad capabilities. The MMC card pre-loaded with video-clips graphically shows buyers that the N-Gage is good at displaying video, and the USB Bluetooth adaptor makes it easy for N-Gagers to add their personal video-clips to their N-Gages. And as the N-Gage's video-playback abilities were revealed to the Spanish, the N-Gage began to capture the public imagination.

We asked the Spanish team if there was one particular game that encouraged sales of the N-Gage: "Nokia Spain's focus on creating a dedicated market was about more than one single game. We re-

duced the price-point of back-catalogue titles like Sonic, Splinter Cell, Rayman 3 and Tomb Raider to €19.99 in September 2004. Tomb Raider has the highest sales of any N-Gage title in Spain." The team added that since the recently announced N-Gage software price-drops, We have seen unprecedented sales, and we want to continue the trend for the rest of the year. ←



# RETAIL ZONE

Reinforcing its commitment to providing top-quality point-of-sale for retailers, Nokia has designed a wide range of items designed to create distinct zones focusing on N-Gage games and the game deck within both specialist games and national retail groups.

Concentrating on the innovative, blue-chip titles ONE and Glimmerati the following in-store items will be available this summer,:

**GENERAL RETAIL KITS** – each one featuring an A2 die-cut poster, a Tent Card and two wobblers

**TRIAL UNIT WINGS** – designed to enhance trial units with game-specific branding

**TRIAL UNIT HEADERS** – adding further prominence to trial units

**DUMMY BOXES** – perfect for window displays

**FLOOR STICKERS** – ideal for raising awareness at key retail points, such as store entrances

**TENT CARDS** – roughly A4 in size, and ideal for displays at checkouts

**POSTERS** – A2 in size and available branded for individual games or co-branded for individual games plus retail outlet; multi-game posters also available



## AWARD WINNING POS

The N-Gage teams' dedication to developing high quality point of purchase materials was recently recognised in the UK's MCCA Marketing Awards, held in March 2005, in which the Pathway to Glory POS package won the award for Best Art Direction for POS or Ambient Media Communications, winning plaudits for its: "Instant and direct visual reflection of the Pathway to Glory game with its gritty, realistic imagery. It succeeds in standing out in a crowded retail environment."



# SOUL PURPOSE TOUR

The N-Gage has been bringing joy to people in many ways. In order to introduce its charms to the general public – and to position it as the coolest gadget around – an entire programme of N-Gage events has been taking place around Europe and North America. Here's a flavour of what happened when people hit the clubs and ski slopes in honour of the N-Gage

One of the biggest N-Gage events was Air & Style, held in Seefeld, Austria on 10 and 11 December 2004. Two containers and a tent were arranged to form the N-Gage Booth, in which visitors could play the latest N-Gage games; each day, the player with the highest score on Asphalt: Urban GT won an N-Gage QD. New registrations to N-Gage Arena were awarded with N-Gage merchandising. And the N-Gage Tent, set-up as a chill-out zone, featured a DVD from the TGR Madness Tour.

Teton Gravity Research (TGR) teamed up

with Nokia N-Gage to launch a season of parties across Europe entitled the TGR Madness Tour. These ultra-cool outings have taken place in Stockholm, Oslo, Helsinki, London, Amsterdam and Grenoble. As well as featuring TGR's ski and snowboard film Soul Purpose, along with a host of co-sponsors, TGR teamed up with local underground DJs – including, in London, the legendary Flaxon Ptootch party crew. Games, film and music have never been mixed together in such a stylish manner (<http://www.tetongravity-europe.com/filmtour.html>).

In the US, the opening of several Nokia Experience Centers, just before Christmas 2004, saw 2,500 guests (over a mere two weekends) experience the power of the gamers' phone. Visitors were able to activate new Arena memberships, and purchasers of N-Gage QDs at local retailers were offered N-Gage QD backpacks as incentive.

And between February 16 and 21, the

N-Gage Anyone Anywhere Mobile Tour travelled to the NBA All Star Weekend in Denver, Colorado, one of the most sparkling events on the basketball calendar. Setting up at the NBA Jam Session at the Colorado Convention Center, the 53-foot trailer provided a wealth of N-Gage-related experiences. It featured individual kiosks designed to bring N-Gage games to life, head-to-head kiosks where opposing players faced each other, and N-Gage Arena kiosks providing truly challenging "Anyone, anywhere" play. Clued-up staff demonstrated the N-Gage QD and encouraged the lively crowds to compete for N-Gage-branded water bottles and visors.

The value of parties and events in establishing the N-Gage as a must-have, iconic, cool product is immense, and people are continuing to party with N-Gage around the world. ←



# AUSTRIA

# Trent Ward, Backbone creative director, speaks on the virtues and potential of the N-Gage platform.



"Working with Nokia allows us to focus on what we love: making great games. The company's been supportive of our efforts since the beginning. The N-Gage game deck has also enabled us to experiment with designs in ways that are simply impossible on other platforms.

GPRS capabilities give players the option of connecting and competing with users all over the world from any location. No other device save a PC laptop packing a cellular modem lets you do that. We're able to create truly unique gaming experiences as a result.

The unit also has cellular phone capabilities; it's something users always carry with them.

If you look at a handheld like the PSP or DS, they're gaming machines... something someone picks up, plays, and then puts down. The N-Gage is on-hand at all times. That makes it possible for us to do some pretty cool stuff with the system.

Our company's been committed to handheld gaming for over 12 years. We love figuring out how to craft portable experiences as good as or better than anything a home console offers. It's about producing something that someone can enjoy for either two minutes or two hours in a single sitting. We're focused on innovation; working with the N-Gage affords us the opportunity to do things people didn't even think were possible.

Look at Rifts; it's the best pen and paper RPG ever created. Features include a deep storyline, huge universe, psychic powers, magic, aliens... The title fits the N-Gage like a glove. You start out slow, experiencing the adventure on your own. Then you can jump online and test your combat skills against anyone around the globe! We're also proud to bring vintage gaming to a new generation of players with Atari Masterpieces Vol 1.

Foundation 9 has a huge amount of faith in Nokia. We really want to see the N-Gage user base grow. As it increases,

we'll be doing more with Bluetooth and GPRS features in really creative ways. Think portable gunfights where you'll be able to trigger opponents' phones and other stuff that'll blow people away. Arena and Bluetooth support are just the beginning.

The N-Gage game deck occupies a space everyone's looking to move into. For years, manufacturers have promised an all-purpose device that provides cellular capabilities, wireless multiplayer functionality, great games, data storage features and an incredible multimedia experience. Nokia's got a huge head start on the competition."

*Foundation 9 Entertainment*  
– subsidiaries include *The Collective*  
and *Backbone Entertainment* – is North America's largest independent game developer. ←



**LIVING IN  
THE FAST  
LANE!**

**PHONE**



**GAME**

Check out N-Gage QD, the gamer's phone.  
Play serious games. Call, email or text your  
friends and download cool applications.  
To find out more, visit [www.n-gage.com](http://www.n-gage.com)

GLIMMERATI IN STORES JULY 2005



**N-GAGE**  
NOKIA  
**The gamer's phone**