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Boo! Ghostly game wins top prize in Nokia Mobile Games Innovation Challenge

Top three winners announced at Nokia Games Summit awards ceremony

Rome, Italy/ Espoo, Finland – Nokia revealed that Ghostwire, by A Different Game from Sweden, is the winner of the Mobile Games Innovation Challenge. Ghostwire is a casual collection and adventure game, where players use the unique features of the mobile device to communicate with the world of ghosts. At the Nokia Games Summit awards ceremony, A Different Game was awarded the top prize of 40,000 EUR to further develop their concept.

Swedish developers Jadestone and France's C4M, came in second place with Melokey to win 20,000 EUR. Eclipse Interactive from the United Kingdom claimed third place and 10,000 EUR with Watchers. As well as the prize money, each of the three winners will also be given pre-production contracts with Nokia Games Publishing. The winning three titles were chosen by a panel of independent industry experts, selected from a final shortlist of ten concepts from around the globe.

"We are happy to see such exciting mobile game concepts come from each of the three winners of the Mobile Games Innovation Challenge and are looking forward to seeing these innovative ideas come to life," said Dr Mark Ollila, director of games publishing, Nokia.

"The standard of the concepts submitted to the Mobile Games Innovation Challenge was very high, and it has been fascinating to see the different types of ideas created for mobile. It has been a difficult decision, but we were all impressed by Ghostwire," said Maarten Noyons, founder and general manager of the International Mobile Gaming Awards (IMGA) and head of the Mobile Games Innovation Challenge judging panel.

Noyons added, "This is a refreshing game that is truly 'made-for-mobile', using augmented reality in a different way. Your mobile phone helps you to discover and actually see a hidden world of mysteries and ghosts, to communicate with them, to collect them and to, as the makers state, give them peace. All judges agreed that this is a game they'd like to see progress."

The winner, Tom Söderlund, CEO of A Different Game said, "We believe Ghostwire has the potential to become an exhilarating and innovative game, and we're happy the jury agrees with us. The entire team is overwhelmed and excited to win this important award."

Second Prize was awarded to Melokey which was chosen for its potential to bring music and games to mobile with advanced social networking features. Melokey is a music game for mobile devices where players learn to master songs and play them against other in-game characters and competitors to win the hearts of fans. Once they have the hang of how to master the play interface via the immersive single player campaign, players can start playing their own favourite music, not just on their own, but together with friends.

Third Prize, Watchers, is a conspiracy adventure-themed game and is part of the new generation of games which are using location and context as an essential element. The game will use Nokia Maps and other real world tools to find locations. Players must explore these locations to uncover clues and use all their wits and any means necessary, to find out who they are, why they are trapped, and who is behind it all. Watchers is supported with episodic game play and offers players the chance to provide content to challenge other fellow conspiracy theorists.

The Mobile Games Innovation Challenge, launched in April 2008, is designed to encourage the development of innovative game concepts with the power to positively disrupt the global mobile gaming industry and to help propel mobile gaming with handheld devices into a new and exciting future.

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The Mobile Games Innovation Challenge, sponsored by Nokia Games Publishing, called for mobile game developers to submit concepts that will help drive mobile gaming to the next level, relying on the advanced features and functionalities of N-Gage-compatible devices, and Java- or Symbian-based Series 40 or S60 devices from Nokia.

www.gamingchallenge.org

About N-Gage

N-Gage is a made-for-mobile games service available in compatible Nokia Nseries and other S60 3rd Edition devices from Nokia. N-Gage makes it easy to find, try, buy, play and manage high-quality mobile games as well as connect to friends and other players in the N-Gage Arena, Nokia's mobile gaming community. Nokia is working with the world's leading publishers to deliver a broad portfolio of games. www.n-gage.com

About Nokia

Nokia is the world leader in mobility, driving the transformation and growth of the converging Internet and communications industries. We make a wide range of mobile devices with services and software that enable people to experience music, navigation, video, television, imaging, games, business mobility and more. Developing and growing our offering of consumer Internet services, as well as our enterprise solutions and software, is a key area of focus. We also provide equipment, solutions and services for communications networks through Nokia Siemens Networks.

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