

Clue: A major city

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**GAMES**  
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## Nokia plays weird games

The mobile giant has announced its shortlist for the 2008 Mobile Games Innovation Challenge. They're peculiar - in a good way.



Look away Greg, Aleks and seemingly about 90% of the Gamesblog readership - it's mobile time! Actually, stay with me, because the Nokia Mobile Games Innovation Challenge is genuinely interesting. It's the second year of the competition and once again, developers from all over the world have submitted their most offbeat mobile titles for consideration. The three winners will be offered Nokia publishing contracts, which should see their efforts appearing on a glossy N-series phone near you.

There's some bizarre stuff here, making brilliant, often subversive use of various mobile technologies. Here's the lowdown, together with quotes from Nokia's press release and occasionally extra info from me:

Cinemarena

Active Tecnologia e Consultoria Ltda. (Brazil)

"Set in a movie theatre, controlling avatars on the big screen."

Ball

CreatePlayShare (India)

"Play any ball game on your mobile or even create your own new game." I think they need to work on the title.

Ghost Wire

Different Game (Sweden)

"Use your mobile device to communicate with ghosts." Do they mean *real* ghosts? Hmm, sort of an augmented reality Project Zero?

Watchers

Eclipse Interactive (UK)

"Conspiracy adventure game that uses Nokia Maps and other real world tools to find locations." Eclipse (who I just found out were co-founded by ex-Gamesmaster magazine dep ed, Les Ellis), say it's Memento and Majestic meets Enemy of the State.

Kweekies

Int13 (France)

"Augmented reality virtual pet game that allows players to interact with their pet by

utilizing the embedded camera of their mobile device." Games have been using the phone camera for a few years now, so it'll be interesting to see what this Parisian studio does with the technology.

Melokey

Jadestone (Sweden) and C4M (France)

"A music game for mobile devices where you learn to master songs and play them against other in-game characters to win the hearts of your fans."

Wave Pirates

LemonQuest (Spain)

"Turn into a pirate navigating the seven seas, looking for gold and glory." Doesn't sound spectacularly innovative, but Lemon Quest has good form

Comet Hunter

Onur Yazilim (Turkey)

"A 2D shooting game which combines the excitement of shooting with natural sound effects made by players themselves."

XDancery

Simlife (China)

"A music game where players can touch the screen, draw patterns on screen, shake the device or sing into it to hit the music tempo notes."

Fun Cam

TechnoBubble (Spain)

"A mixed reality game that connects your camera on your mobile device to the TV". This is pretty amazing - you plug your N95 into the TV and rest it on top - the game then uses the handset as a motion sensing camera for a range of EyeToy-like minigames. Here's YouTube footage of it in action.

The winners will be unveiled at Nokia's Game Summit in Rome next week. I'll be there to get more info.

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