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Super husky adventure platform games

Nokia continues to push its gaming platform N-Gage by announcing new games at the Nokia Games Summit in Rome on Wednesday. More games and mobile phones with built-in support for the platform are essential for the N-Gage to become a success, according to analysts. So far N-Gage, which launched in April, has not had much traction. It hasn't taken as long as it could have been in the months since the start, according to Tuong Nguyen, principal analyst at Gartner.Nokia does not release any information on how many games have been purchased, but 400,000 users have created personal profiles for the N-Gage Arena, at the same time tens of millions of N-Gage compatible devices have been sold, according to Nokia.It is too early to start calling it a failure and that is partly because Nokia has received it is slow. It was a pretty quiet start, said Nguyen.But Nokia has now begun to take steps that it hopes will increase the popularity of the N-Gage. From the N96 forward all new N-Gage capable phones will have N-Gage preinstalled instead of users having to download and install the app themselves, said Christophe Joyau, who is in charge of services at Nokia in Scandinavia. So far the N96, N85 and N79 come with preinstalled support for N-Gage. To lure users, Nokia is also grouping phones with games, either full or trial versions, according to Joyau.Integrating N-Gage will help recruit the platform because finding and installing the application is very difficult for the average user, according to Nguyen. For the N-Gage to become a success, Nokia needs to integrate it into more devices. Once it does that it can start attacking the market and become more aggressive, said Paolo Pescatore, an analyst at CCS Insight. Nokia must also increase the number of games that users can choose between, according to Pescatore, because in the end the quality of the games and the number of games will decide whether N-Gage becomes a success or not. EA Mobile, a division of Electronic Arts, continues to support the platform. Major titles available in time for the winter holiday season include FIFA 09, Spore Origins and Monopoly Here & Now; The World Edition. Need For Speed Undercover, Tiger Woods PGA Tour and The Sims 3 will arrive in 2009. Tomb Raider: Underworld and Pandemonium from Eidos are also on the road over the next 12 months, EA Mobile announced at the Nokia Games Summit. Dance Fabulous from Nokia Games Publishing, which will transfer next year, will let users create dance moves for their own avatars. Also announced were Real Football 2009 and Asphalt 4: Elite Racing by Gameloft, which will allow users to between 28 cars and bikes, including the Bugatti Oyron, Ferrari F430 Spider, Nissan GT-R and Ducati 1098, according to Nokia. Note: When you buy something after clicking on links in our articles, we may earn a small commission. Read our affiliate link policy for more details. A platformer is a video game in which the game-game-game largely around players who control a character that runs and jumps onto platforms, floors, protrusions, ladders or other objects depicted on a single or scrolling (horizontal or vertical) screen of the game. Although similar to this, this is not the same as an auto-runner game. It is often classified as a sub-type of action game. The first platform games were developed in the early 1980s making it one of the first types of video games to exist, but the term platform game or platformer was not used until a few years later to describe games. OktalStudio/Getty Images Many game historians and fans consider the 1980 release of Space Panic to be the first real platform game, while others consider nintendo's then 1981 release of Donkey Kong to be the first. While it's debating which game really launched the platform genre, it's clear that early classics like Donkey Kong, Space Panic, and Mario Bros have had a lot of influence and all had a hand in shaping the genre. In addition to being one of the first and most popular types of video games, it is also one of the genres combined into elements from another genre, such as leveling and character skills that can be found in role-playing games. There are many other examples where the platform game contains items from other genres as well. Single-screen platform games, as the name suggests, are played on a game screen and usually contain obstacles that the player and a goal he is trying to accomplish must avoid. The best example of a screen platform game is Donkey Kong, where Mario travels up and down steel platforms dodging and jumping barrels thrown down at him. Once the goal of the individual screen is complete, the player moves to a different screen or stays on the same screen, but in both cases, the goal and goals for the next screen usually become more difficult. Another well-known single-screen platform game includes burgertime, elevator action and 2049er miner. Side and vertical scroll platform games can be identified by the screen and the background of the scrolling game that moves as the player moves to one end of the game screen. Many of these scroll platform games can also be characterized by multiple levels. Players will travel to the screen collecting objects, defeating enemies and completing various tasks until the level is complete. Once completed they will move on to the next, usually more difficult level, and continue. Many of these platform games also have every level end in a boss match, these bosses must be defeated before advancing to the next level or screen. Some examples of these platform games include classic games like Super Mario Bros, Castlevania, Sonic the Hedgehog, and Trap! As graphics have become more advanced and video games, in general, more complex, the popularity of the platform game has declined significantly since the late 1990s. According to video game development website Gamasutra, platform games represented only 2 percent share of the video game market since 2002, and made up more than 15 percent of the market at their peak. In recent years, however, there has been a resurgence in the popularity of platform games. This is partly due to the popularity of newly released platform games such as the new Super Mario Bros Wii and classic game packages and consoles that have been released in recent years but are primarily due to mobile phones. Mobile app stores, such as Google Play for Android users, are packed with thousands of different types of platform games, and these games have introduced a new generation of players to the genre through the reissue of older games and new original games. Some amazing freeware platformers include classic iterations, as well as original PC titles such as Cave Story, Splinkunky and Icy Tower that you can download and play on your PC for free. In addition to the many free software platform games available for the computer, there has been a resurgence in the platform genre on mobile devices such as iPhones, iPads, and other tablets/phones. Popular iOS platform games include Sonic CD, Rolando 2: Quest for the Golden Orchid, and League of Evil to name a few. Thank you for letting us know! Tell us why! Double Fine, the game studio that brought you games like Psychonauts and Brutal Legend, have announced a new adventure game called The Cave that the company plans to release early next year for PC, PS3, and Xbox 360. Cave is the brainchild of Ron Gilbert, the man behind major adventure games such as Manic Mansion and The Secret of the Island of the Apes. We visited Double Fine HQ yesterday to get a first look at the game, and after watching Gilbert guide us through some basic gameplay it's clear that the cave draws inspiration from Gilbert's previous work on PC adventure games. Like Maniac Mansion, Double Fine Cave will allow you to select several characters from a list of archetypes looking to explore a mysterious cave for their personal quests. These characters include traditional protagonists like a knight and a scientist, but the roster is complemented by foreign characters like a time traveler, a hillbilly, and a pretty creepy pair of twins. Each character has his own special abilities and his own story that will unfold while exploring the self-described (yes, the homonymous Cave talks to you) mysterious and stuffy caves. After introducing the characters of the game and the general premise, Gilbert narrated a short demo of the game itself. In action game to control like a Metroid- or Castlevania-style platformer that's all about exploring strange environments, but the puzzle-solving sections were purely old school adventure games with Double-Fine's traditional strange sense of humor. A puzzle involved fixing a hot-dog vending machine in but a hot dog, then using that sausage to lure a dangerous monster blocking your course before quickly activating a claw mechanism that captures the beast. The short demo also saw facing a sleeping (but still dangerous) dragon in an area themed around the Knight before navigating past gates and other typical adventure gaming obstacles. Since the game requires you to go spelunking with a customized group of three characters (though not all at once; you can switch between them at will), Cave will support a local multiplayer option that allows friends to take control of the second and third characters whenever you're on screen. If you wander away, there is no split screen mode. The Cave will simply follow one character and take control of others until you return to them or change the character you control. Gilbert mentioned that the double development team Fine worked hard to make these transitions seem natural and seamless, but without any hands-on time with the game it was the one part of the demo that left me more skeptical than excited. Cave should not be confused with Double Fine Adventure, the company's other adventure game that raised more than \$3 million on Kickstarter earlier this year. Double Fine Adventure is still in its inesees, and the development of The Cave is significantly ahead of Double Fine's crowd-funding campaign. During Q &A; Gilbert claimed that his team has been working on the Cave for about a year; the game will be published by SEGA and is expected to be released in early 2013 on Xbox Live, PlayStation Network and pc (possibly via Steam). Will we have more information about the game as its release approaches? for now, take a look at a few more screenshots from the Cave. Note: When you buy something after clicking on links in our articles, we may earn a small commission. Read our affiliate link policy for more details. Details.

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