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Link-u mobile, is a division, or better said an aspect of Link-U sàrl, a company based in Lausanne, in the french speaking part of Switzerland.

Our goal is to build high-quality, polished products for J2ME enabled devices.

### Games released by Link-U:

#### Pioo

published by MacroSpace, Tira Wireless, BeMobile, Cellmania and many more.



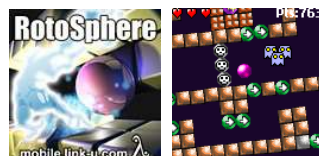
Features: 25 levels, Included level editor

In a review at Tiscali in Italy, Pioo scored 9/10.  
Review (in Italian).

<http://mobile.tiscali.it/jg/?news=59>

#### RotoSphere

published worldwide by Airborne Entertainment: <http://www.airborne-e.com/>



Features: Ten levels, Full-screen, 360-degree rotation.



RotoSphere received an IGN.com Editor's Choice Award:

*"RotoSphere is quite an achievement for such a small game. With game houses able to start fusing Mode 7 effects into their products, it opens up quite a few new gaming possibilities. Link-U Mobile has crafted a very impressive tech demo that happens to be a very impressive little game. Highly recommended, as it will have you hooked from the get-go. "*

<http://wireless.ign.com/articles/436/436657p1.html>



## Cam'Fun

*Play with your e-motions*

Link-U has been researching a way to take the best possible advantage of the camera that is nowadays more and more included with modern devices such as: Nokia 3650, 6600, Siemens SX-1, ...

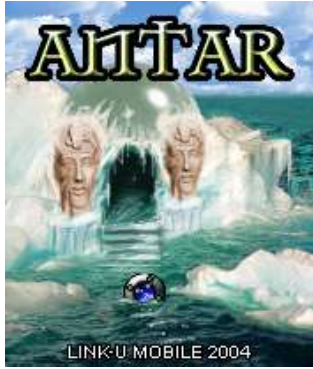
This is how the « Cam'Fun » technology was born. The technology is based on a simple idea. During the game the camera's image is captured, filtered and processed in order to detect the exact movement of the device in the real world. The player only has to move his hand in order to control the hero inside the game. **Just move your hand and the hero will follow your moves.**

In this first cam'fun based game, « Antar », the game can be played by just holding any key. Release the key and the hero will fall naturally. Just press again to get control back. In the same way people lift up a mouse, the player can release the button to reposition himself and avoid having to move continuously on too big distances.

To keep a button pressed continuously is only required on the Nokia 3650 since otherwise it would disable the backlight. It is however possible on other devices (with functional backlight control calls) to imagine a game where the player simply would not have to press any key at all during the game.

This technology is very open and can easily be adapted to several game concepts. The only limitation being that movement is determined by the detail level inside the image captured by the camera. It is therefore not possible to play in front of a plain white wall without any objects around, however any other environment with at least some detail will allow good gameplay.

In the game « Antar » a notion of « signal » is introduced to inform the player of the amount of details in the environment in which he is currently playing. If the detail is too low at some point a message will show up on the screen saying « low signal, move your phone ». In such a situation the game is simply paused in order not to ruin the game (see interface picture).

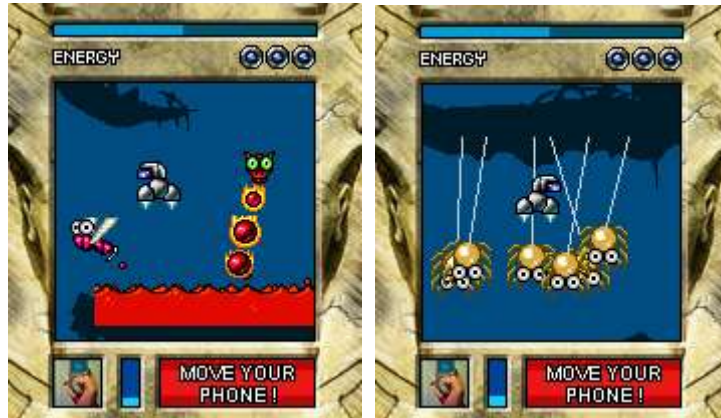


A.D. 2039.

Global warming has caused a vast amount of the ice cap to melt in the southern pole.

Out of the once eternal ices suddenly emerged the remains of an Ancient Civilization.

The Antar expedition is formed to explore this fascinating lost world.



**Instructions :**

Press any key to make the hero fly. You must move your phone to navigate. When the key is released the ship switches into roll mode. Roll as much as you can to preserve your energy, only fly when necessary! Jump on the enemies to kill them. The goal of the game is to collect all relics and bring them back to the base. The more relics you carry the higher the energy consumption gets.



**Hint: You do not need to move the phone very fast. The slower the movement, the more precise it is.**

When the camera cannot get enough signal (playing in front of a white wall for example) the game shows up a message asking you to move your phone to a different zone. The cyan bar at the right of the video-capture thumbnail shows the current level of signal.