

Exit Games Neutron Feature Highlights

Community

Asynchronous interaction of a large community of players



Developed /
Published by: FISH LABS

Platform: J2ME

Launched at:

Multi-Platform Connectivity

Mobile-to-mobile and mobile-to-PC multiplayer gaming



Developed /
Published by: SKYZONE

Platforms: BREW, J2ME, Flash (PC)

Launched at:

Multi-Platform Connectivity

PC-to-PC multiplayer gaming



Developed /
Published by: WORLD GOLF TOUR

Platform: Flash (PC)

Launched at: www.worldgolf.com

Asset Upload & Download

Flexible download and integration of game assets into running application



Developed /
Published by: SIEMENS

Platform: J2ME

Launched at:

Tournament Management

Flexible tournament management with in-game news ticker and national leaderboards



Developed /
Published by: FISH LABS

Platform: J2ME

Launched at:

Shadow Racing

Competition against opponents' top races



Developed /
Published by: ATARI

Platform: J2ME

Launched at:

Turn Based Gameplay

Direct interaction of two or more players in alternate rounds



Developed /
Published by: SKYZONE

Platforms: BREW, J2ME

Launched at:

Connected Highscore

Global high score list and own personal rank
In-game wap & web high scores
Customizable flash high score module for website-integration



Developed /
Published by: CODEGLUE

Platform: J2ME

To be launched soon

Cross Game Concept

6-game package with player's chipcount carrying over from one game to the other



Developed /
Published by: SKYZONE

Platforms: BREW, J2ME

Launched at:

Simultaneous Movement

Near realtime multiplayer
Head-to-head competitions



Developed /
Published by: BYTE DEFENDERS

Platforms: BREW, J2ME

Launched at:

In-Game Chat

Instant peer-to-peer messaging within the game



Developed /
Published by: MobileLingo

Platforms: BREW, J2ME

Launched at:

Skillbased Matchmaking

Matches opponents with equivalent skills, based on established ranking-system (ELO league system)



Developed /
Published by: SHADEPACK

Platform: J2ME

Launched at: