

Online Games



Production Line

Online games hold a significant place in our company activity. Modern technologies enable us to develop games with great multimedia content. Shockwave, Flash and Java technologies, which allow high quality bitmap and vector graphics along with the streaming audio and video for distribution on the Internet gave the foundation for developing online games of a new generation. New online games have the same facility as the CD Games; and realistic 3-D graphics – plane riding and car racing – is now available online.

The entire diversity of online games is subdivided into the following categories:

- Arcade
- Sport
- Multiplayer
- Board
- Puzzle
- Christmas
- Special Occasions
- Learning

Are You Cunning Enough?

The user plays cards with the computer (or computer and more players). Each of the participants gets cards with on arithmetical division and symbols. The first card is taken from the deck. The first player must lay a card either with the same symbol or the card with an arithmetical division that has the same result as the result of the arithmetical division on the first card. Only Joker can be laid on any card. If the player has no card, which could match, he must take another card from the deck. At the bottom of the screen (either on the right or on the left) the player can see whose turn it is now.

Level 1: there is just one opponent.

Level 2: two opponents.

Level 3: three opponents.



Technical Details:

- Type: Shockwave
- File Size (kb): 73
- Game Screen (pxls): 550/400
- Colour Depth (bit): 16
- Sound: yes
- Highscore function: no