



**PATHWAY TO
GLORY™**

Style Guide
v.2.0

N·GAGE
NOKIA

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An aerial photograph of a dry, cracked landscape. The ground is a mix of brown and tan, with numerous deep, winding cracks. Sparse green vegetation, likely small shrubs or grasses, is scattered across the terrain, particularly in the lower right and upper right areas. The overall scene is arid and desolate.

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General 01



Introduction

Welcome to the Style Guide for Pathway to Glory™, an exclusive game title for the N-Gage™ game deck. Pathway to Glory is a revolutionary game filled with action-packed World War II multiplayer gaming via N-Gage Arena. For the first time ever, gamers can challenge other players thousands of miles away to a wireless battle for victory.

Pathway to Glory is the product of the highest quality craftsmanship - extensive historical research, location shots across Europe, finely tuned gameplay and cutting edge mobile technology. We believe that it will set the benchmark for wireless gaming experiences.

To complement the meticulous attention to detail in the game, we have commissioned the industry's top graphic designers and illustrators to create a set of memorable and distinctive marketing assets for the game. By creating an extensive and versatile range of assets, our aim is not only to create an instantly recognizable visual way of

communicating Pathway to Glory, but also to inspire all our partners in creating world-class marketing communications and merchandise. For this reason, we see this guide less as a list of rules and more as a tool kit for expressing Pathway to Glory.

This second edition of the Pathway to Glory Style Guide includes all new artwork, concept art, product photographs of both the game packaging and the N-Gage QD game deck, as well as broadcast resolution game trailers.

We hope this style guide helps you to immerse yourself in the Pathway to Glory world, and to recreate this experience for the gamers.

Toni Virhiä
Game Producer

Aapo Bovellan
Marketing Manager



Radio silence is over. Mobile Community Warfare commences.

ITALY, 1943. THE ALLIES ARE MOVING IN TO LIBERATE EUROPE. YOU ARE IN COMMAND OF A MULTINATIONAL ELITE UNIT. THE FIRST MISSION: GAIN A FOOTHOLD BY TAKING THE ITALIAN ISLAND OF PANTELLERIA. PROCEEDING THROUGH THE REALISTIC ROUGHS REQUIRES STRATEGIC DEPLOYMENT OF SOLDIERS WITH DIFFERENT SKILLS AND WEAPONS, MASTERY OF THE TERRAIN AND BUILDINGS, AS WELL AS SEAMLESS COOPERATION WITHIN THE TEAM. PATHWAY TO GLORY™ IS CAREFULLY CRAFTED TO OFFER AN EXTENSIVE, MEMORABLE GAMING EXPERIENCE, PROVIDING DEPTH AND CHALLENGE PREVIOUSLY UNSEEN ON A PORTABLE PLATFORM - AS WELL AS A RANGE OF REVOLUTIONARY MOBILE ONLINE GAMING FEATURES.

Key features

Perfectly tuned gameplay

Lead of a platoon of highly trained soldiers of different nationalities through 14 extensive Storyline mode missions - also in cooperative mode. Take advantage of a range of realistic weapons, utilize vehicles and take cover in fully destructible buildings. Surprise the enemy using the Interrupt Mechanism.

Stunning presentation

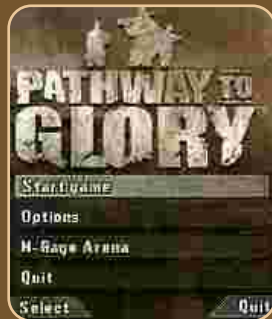
Crafted with an uncompromising attention to detail, the storyline of Pathway to Glory is based on historical research and the environments are based on over 8000 reference pictures from real WWII locations. The game features a voice-acted storyline with over a hundred beautiful paintings.

Designed for multiplayer

Playable for up to 6 players via Bluetooth connectivity or Hot Seat, as well as via the N-Gage Arena 12 explosive missions in 4 campaigns provide endless hours of combat.

Revolutionary online features

Breaking new ground in mobile online gaming, gamers thousands of miles apart can meet on the N-Gage Arena over GPRS to connect, cooperate, communicate and compete. Revolutionary features include voice communications with Field Radio feature, moving up the Global Military Ranks, Permanent damage system, and much more.



Online features



PATHWAY TO GLORY SETS A NEW STANDARD IN MOBILE ONLINE GAMING WITH A RANGE OF REVOLUTIONARY WIRELESS FEATURES. INTRODUCING INNOVATIVE AND UNIQUE WAYS FOR GAMERS AROUND THE GLOBE TO CONNECT, COMPETE, COOPERATE AND COMMUNICATE IN THE ONLINE MULTIPLAYER GAME MODE:

Mobile online gaming

Play wirelessly with, and against, real gamers thousands of miles away via the N-Gage Arena over GPRS connection - anywhere, anytime. Up to six players can participate in the same campaign.

Global Battleground

Choose from four different campaigns consisting of 12 extensive multiplayer levels with support for up to 48 soldiers and 16 vehicles in a single battleground. Detail-rich battleground environments range from Sicily and the Rhein to Normandy.

Voice Communication with unique Field Radio feature

A world first in connected mobile online gaming - send voice messages to team mates during the game, with your game deck acting as a field radio.

Pre-configured message system

For quick communication, use pre-configured messages to call for backup or order an air strike.

Permanent damage system

Destroy buildings and vehicles to alter the tactical terrain. All damage done in missions persists throughout campaign.

Global Military Ranks

Advance through the Global Military Ranks on the N-Gage Arena. See if you can become the General.

Connect with friends

Check your friends' online status from your N-Gage Arena buddy list and either start a game or join a game in progress using the Go-to-friend feature.



General Guidelines

Spelling

When writing the name Pathway to Glory for the first time in text, the trademark™ symbol must be used: Pathway to Glory™. In subsequent mentions, the symbol is not repeated.

The correct spelling is with only "Pathway" and "Glory" capitalized: Pathway to Glory.

Pathway to Glory can be shortened PtG. However, before using the short version, the full name has to be mentioned in text.

Copyright line

The following copyright line must appear in all materials featuring elements from this style guide:

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Marketing approval policy

Marketing communications and merchandise created from the assets in this guide are subject to approval from Nokia Multimedia, Games Business Unit, Nokia Games Publishing Europe.

After production, hard copies of material are submitted for the Nokia games publishing archives to the following address:

Nokia Multimedia
Games Business Unit
Nokia Games Publishing Europe
P.O. Box 100
FIN-00045 Nokia Group
Finland

or to street address:

Nokia Multimedia
Games Business Unit
Nokia Games Publishing Europe
Keilalahdentie 2-4
02150 Espoo
Finland



Corporate logotypes

N-Gage™ Nokia logotype



NGAGE_Finalv03_color w Nokia.eps



NGAGE_Finalv04_bw w Nokia.eps



The N-Gage™ logotype must appear in all Pathway to Glory™ material. Please refer to the latest N-Gage brand guidelines for correct usage. This logotype is covered by the Pathway to Glory copyright line.

N-Gage™ Arena logotype



N-Gage_Arena_logotype_color_neg.eps



N-Gage_Arena_logotype_color_pos.eps



N-Gage_Arena_logotype_bw_pos.eps

When feasible, the N-Gage™ Arena logotype should appear in Pathway to Glory material. Please refer to the latest N-Gage Arena brand guidelines for correct usage. This logotype is covered by the Pathway to Glory copyright line.

Using Only on N-Gage™ identifier



PKG074_OnlyOnNGAGE_ka1v01.ai

When feasible, Pathway to Glory material should indicate that the game is exclusively available on the N-Gage game deck. This can be done by using the "Only on N-Gage" symbol as described in the N-Gage Brand Guidelines. Alternatively, it can be written in text. Then, the correct wording to use is "Only on N-Gage™". This logotype is covered by the Pathway to Glory copyright line.

Publisher logotype



Publisher_Nokia_logotype.eps

When feasible, the Nokia logotype should appear to identify Nokia as the publisher of Pathway to Glory. This logotype is covered by the Pathway to Glory copyright line.

Developer logotype



Developer_RedLynx_logotype_bw.tif

Developer logotype can appear in game packaging and manual.

If you have any questions concerning the use of assets featured in this guide, please contact the Marketing Manager of Pathway to Glory™ at Nokia Multimedia, Games Business Unit, Nokia Games Publishing Europe.



Design Elements 02



Title logotype

Color logotypes



N-Gage_PtG_logo_color_tall.psd

This is the primary version of the logotype. It features fine texturing, as well as a layered drop shadow for use on light backgrounds.



N-Gage_PtG_logo_color_wide.psd

This version of the logotype can be used when the shape of the material is not optimal for the primary version. It features fine texturing, as well as a layered drop shadow for use on light backgrounds.

One ink logotypes



N-Gage_PtG_logo_bw_tall_pos.eps



N-Gage_PtG_logo_bw_tall_neg.eps

Because of the fine detail, the color, bitmap version is not optimal for very small sizes. When the logotype appears in approximately under 1 inch in width, the one ink, vector version of the logo must be used. Again, the tall version is preferred and the wide version can be when the shape of the execution calls for it.

The one ink, vector version of the logo can be also used for print jobs with limited colors - such as merchandising.



N-Gage_PtG_logo_bw_wide_pos.eps



N-Gage_PtG_logo_bw_wide_neg.eps



Incorrect logotype usage

To maintain its distinctive and sophisticated look, the Pathway to Glory™ logotype cannot be altered in executions. Although it is impossible to predict every example of incorrect logotype usage, below are some illustrative examples of not what not to do.

- DO NOT distort the logo
- DO NOT alter the colors of the logo
- DO NOT remove or separate the soldiers or words from the logo
- DO NOT alter the proportions of the logo
- DO NOT perform 3D operations to the logo
- DO NOT alter the existing or add a new drop shadow
- DO NOT alter the existing or add new texturing

- DO NOT add glows / lighting effects / shading / lens flares to logotype
- DO NOT add new elements to the logotype
- DO NOT create look-a-like executions



Typography

Typographic guidelines

Through an extensive study of typefaces, fonts matching the visual world of Pathway to Glory™ have been selected.

For marketing communications, typeface selection is not limited to the examples presented here. Typefaces beyond these can be used when appropriate to the execution. However, special attention must be paid to matching these with the Pathway to Glory aesthetics.

For merchandise, the standard typefaces must be used to maintain consistency in retail.

Legal texts and fine print are set in Nokia Sans, as outlined in the N-Gage brand guidelines.

Font licensing

Nokia values and respects intellectual property rights. For each typeface, details on purchasing the typeface with the appropriate license are provided. Pathway to Glory marketing communications and merchandise must be created using properly licensed typefaces.



Typography

Gunplay

abcdefghijklmnopqrstuvwxyzŒ
1234567890 \$%&(.,:;'!?)

This typeface is perfect for creating impactful headlines.
Text can be set in all caps when needed.
Gunplay is created by Ray Larabie
and is available for purchase at <http://www.larabiefonts.com/fonts>

Aldus

abcdefghijklmnopqrstuvwxyzŒ
1234567890 \$%&(.,:;'!?)

ALDUS

ABCDEFGHIJKLMNOPQRSTUVWXYZŒ
1234567890 \$%&(.,:;'!?)

This typeface can be used for subheaders as well as body text.
Text can be set in all caps when needed. If character spacing
is used, a value of 10% is recommended.
Aldus is created by Adobe.Inc.
and is available for purchase at <http://www.adobe.com>



Color palette

The colors of Pathway to Glory™ are desaturated and natural. Some suggested swatches are presented here. In addition to these swatches, additional swatches can be derived from artwork and patterns



PANTONE 416C
Co Mo Y16 K50
147R 146G 131B



PANTONE 414C
Co MoY10 K30
192R 190G 177B



PANTONE 442C
C8 Mo Y9 K19
203R 208G 199B



PANTONE 105C
Co M3 Y100 K50
041R 137G 6B



PANTONE 409C
Co M13 Y15 K45
154R 143G 132B



PANTONE 4515C
Co M9 Y50 K24
199R 187G 122B



PANTONE 5835C
Co M2 Y67 K40
167R 163G 82B



PANTONE 5757C
C27 Mo Y95 K55
104R 116G 32B



PANTONE 7503C
Co M12 Y35 K25
197R 183G 142B



PANTONE 7536C
Co M4 Y22 K32
186R 181G 155B



PANTONE 411C
Co M27 Y36 K72
87R 73G 59B

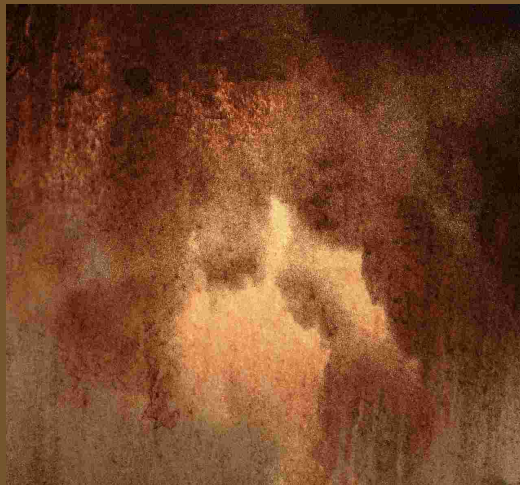


PANTONE 438C
C75 M70 Y100 K10
81R 80G 51B

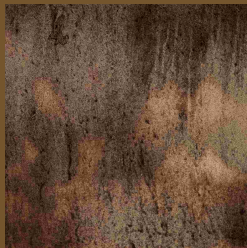


Patterns

A range of patterns has been created for use in marketing communications and especially in merchandising.



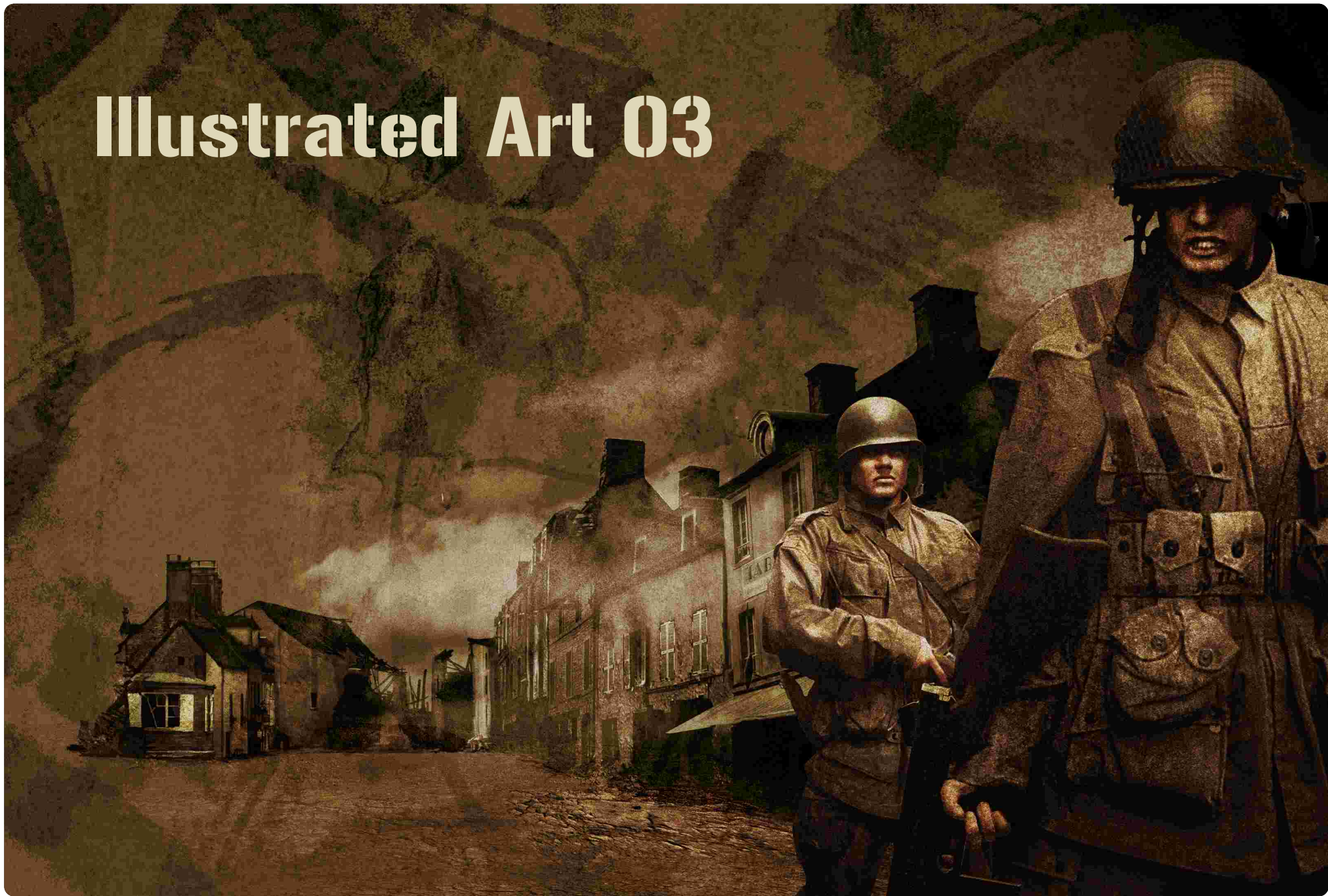
N-Gage_PtG_pattern_002.psd



N-Gage_PtG_pattern_003.psd



Illustrated Art 03



Art Style

Pathway to Glory™ art does not glamourize war. Rather, it represents World War II as an inevitable chapter in history - a struggle for a peaceful Europe.

The art style is

- realistic
- dramatic
- desaturated
- gritty
- detailed

All art is painted and highly detailed, offering several interesting focal points for the eye to explore. The art is emotionally strong, expressing not merely desperation and fear, but also the bond between teammates and their trust and loyalty. The art is dramatic and features high contrasts.

Poster illustrations share a brownish tint and several layers of dirt texture, creating a distinctive and consistent look over various images.

The characters appear in artwork always as a team. No single character is raised above another as a hero. Pathway to Glory is a tough journey of cooperation and friendship.



Key visual

The Pathway to Glory™ key visual is rich and atmospheric, illustrating the depth and variety of the game. The optimal size for the key visual is 500 x 700 mm. However, scaling it smaller than Letter size tends to lose the subtle detail. For such use, some of the simpler artwork may be more applicable.

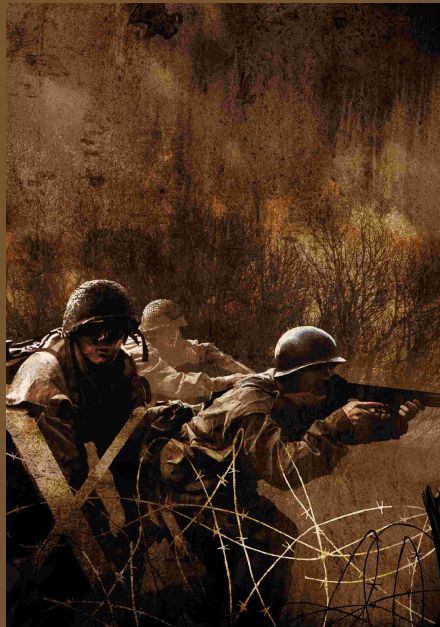


N-Gage_PtG_keyvisual_hires.tif



Situational art

The main art used to illustrate Pathway to Glory™ is situational. Typically it features a team of men in a mission - heading towards a strategic obstacle or in the middle of combat.



N-Gage_PtG_art_field_hires_flat.tif



N-Gage_PtG_art_mountain_hires_flat.tif



Situational art



N-Gage_PtG_art_streets_hires_flat.tif



Character art



N-Gage_PtG_art_character_002.psd



N-Gage_PtG_art_character_001.psd

The complementary character art can be used to enhance existing situational art or to create new compositions. However, because Pathway to Glory™ is a team-based game, no single character should be emphasized over another.





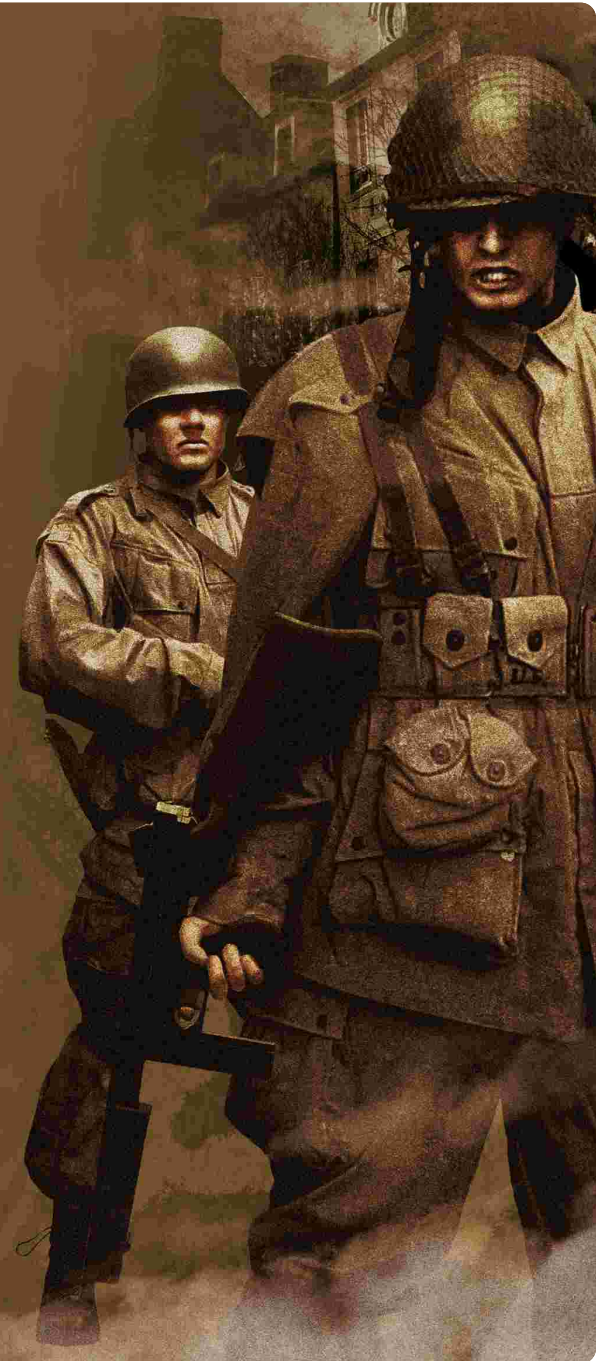
N-Gage_PtG_art_character_003.psd



N-Gage_PtG_art_character_004.psd



N-Gage_PtG_art_character_005.psd



Objects

The complementary objects can be used to enhance existing situational art or to create new compositions. Add and multiply planes to the sky and explosions on the ground to convey an attack, for example.



N-Gage_PtG_art_plane_002.psd



N-Gage_PtG_art_plane_001.psd





N-Gage_PtG_art_blast_001.psd



N-Gage_PtG_art_blast_003.psd



N-Gage_PtG_art_blast_002.psd

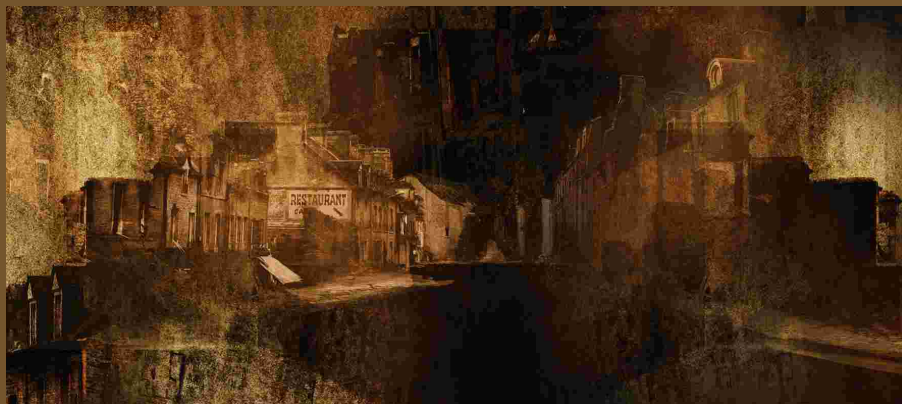


N-Gage_PtG_art_blast_004.psd



Montages

Abstract montages have been created for use where the artwork is not in a focal role - such as in the inlay of the Pathway to Glory™ Official Soundtrack.



N-Gage_PtG_artwork_montage_03.tif



N-Gage_PtG_artwork_montage_01.tif



N-Gage_PtG_artwork_montage_02.tif



CONCEPT ART
ITALY - SEEK & D...
FARM HOUSE

Concept Art

Collected from various stages of game development, the Pathway to Glory concept art demonstrates the evolution from sketches to final 3D models and game maps.



N-Gage_PtG_concept_overview_sp1_pantelleria_demo.psd



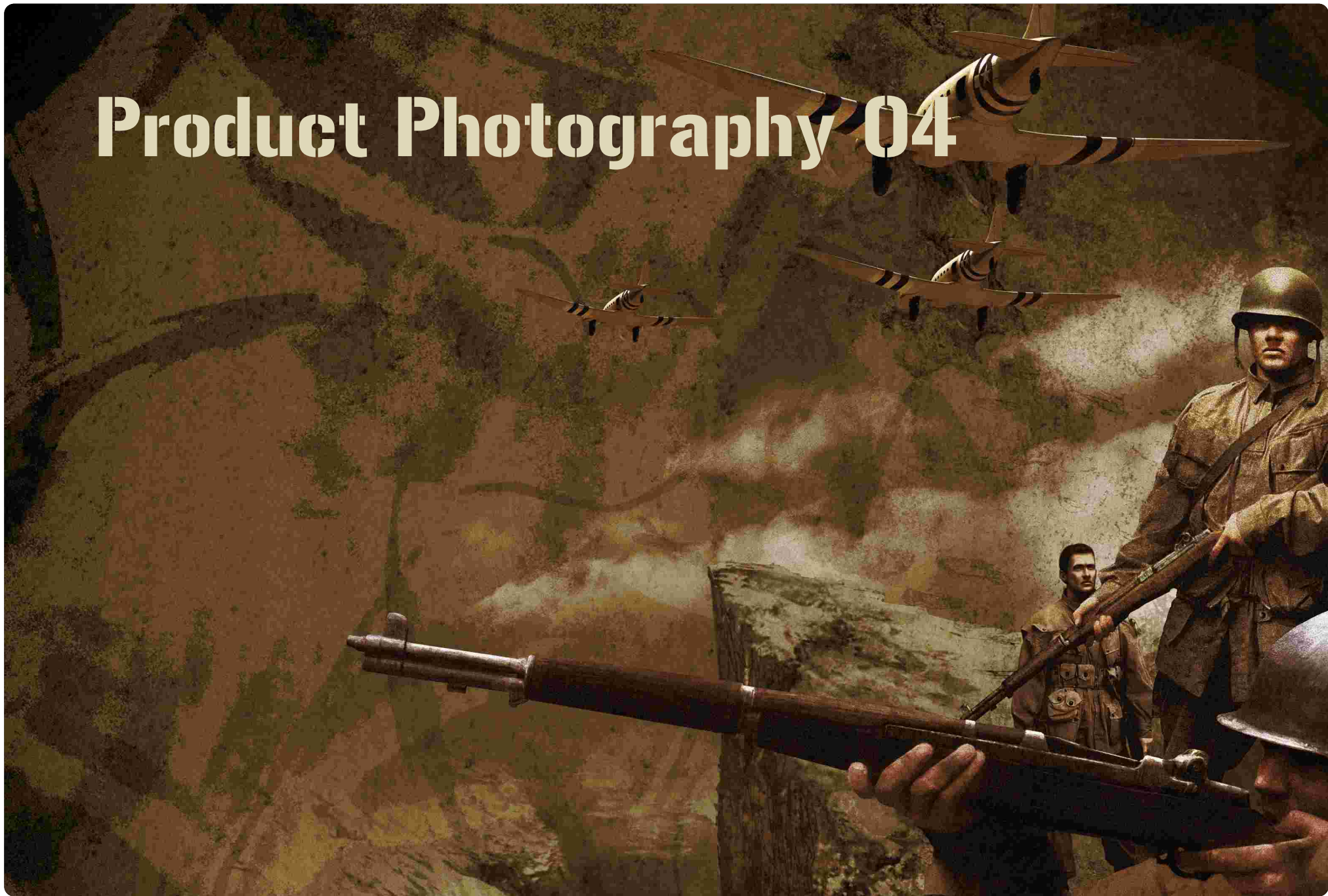
N-Gage_PtG_concept_render_mediumtank_01.psd



N-Gage_PtG_concept_sketch_lighthouse_001.psd



Product Photography 04

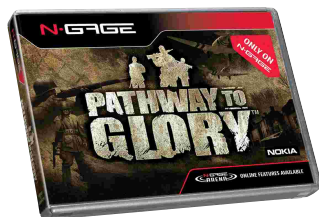


Game Packaging

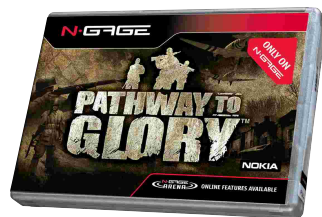
Angled photographs



N-Gage_PtG_packshot_global_angled_03.tif

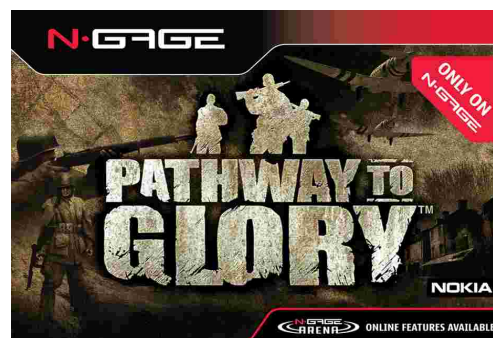


N-Gage_PtG_packshot_global_angled_02.tif



N-Gage_PtG_packshot_global_angled_01.tif

Flat packshot



N-Gage_PtG_packshot_global_flat.tif

In addition to the global base version, angled photographs and flat packshots are available of all the main localization versions:

AM | CD | AP | EA | DE | FR | SP | IT



N-Gage QD device

N-Gage QD game deck and game



N-Gage_device_PtG_01.tif

N-Gage QD game deck



N-Gage_PtG_QD_device_grey_01.eps



N-Gage_PtG_QD_device_grey_01.eps

Gamecard



N-Gage_PtG_QD_card_1.eps



Game Footage 05



Main trailer

Screen format: 16:9 letterbox
Resolution: 640x480
Length: 00:1:56

Available formats
Broadcast quality: AVI-DV
Mac optimized: MPEG2
PC optimized: WMV

Additional information

This trailer was first screened in the N-Gage E3 2004 press conference. It a brief yet comprehensive overview of the gameplay of Pathway to Glory, including multiplayer modes.



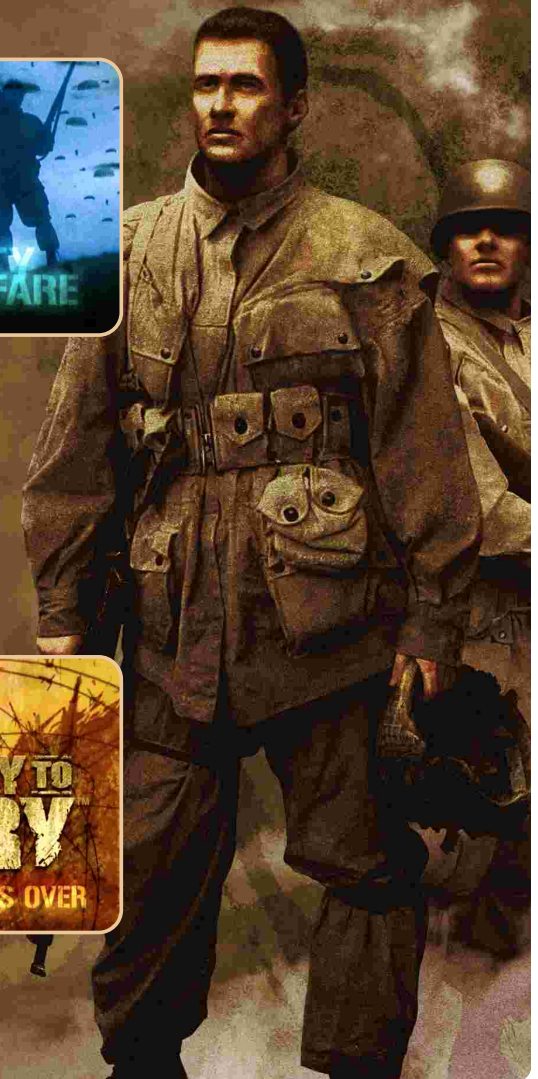
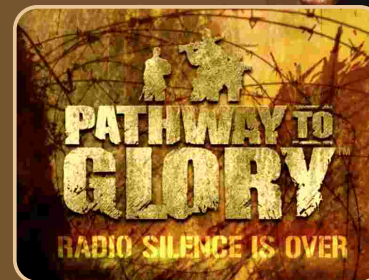
Teaser trailer

Screen format: 4:3
Resolution: 640x480
Length: 00:1:35

Available formats
Broadcast quality: AVI-DV
Mac optimized: MPEG2
PC optimized: WMV

Additional information

The teaser trailer was first shown in the unveiling of the N-Gage™ QD game deck. Shot on film on location in Normandy, and then chemically processed, this beautifully gritty teaser lead the gamers to the strongly emotional mood of Pathway to Glory™ unveiling only a month away, without revealing any actual ingame footage. Because of this unusual approach, the team considers the trailer their all-time favorite and an essential introduction to the Pathway to Glory world.



Level teasers

Screen format: 16:9
Resolution: 640x480
Length: 00:00:25 - 00:00:27
Amount: 6 pc

Available formats
Broadcast quality: AVI-DV
Mac optimized: MPEG2
PC optimized: WMV

Additional information

The level teasers are brief, action-packed videos focusing on a single location or feature of Pathway to Glory™. Originally designed for online distribution, four of the Level Teasers focus on the different locations of the game, one demonstrates the weapon arsenal and one the ability to take control of any vehicle on the battlefield.



Sicily



Italy



Rhein



Normandy



Weapons



Vehicles



Feature

Screen format: 4:3
Resolution: 640x480
Length: 00:14:12

Available formats
PC optimized: MPEG

Additional information

This extensive feature document was created during Pathway to Glory's pre-alpha phase for the spokespersons of the game. The first section of the video illustrates the attention to detail paid in the creation of an epic videogame, the second part shows the solo player mode and the final section the multiplayer modes.

Pathway to Glory is based on real WWII locations, modeled using over 8000 reference pictures. Each character in the game is unique - 160 real soldiers were photographed in cooperation with the Finnish Defence Forces. The game features a voice-acted storyline with over 100 storyline paintings, while the ingame graphics consist of over 800 individual sprites.

The feature effectively demonstrates how Pathway to Glory is something never seen on a portable platform before.



Screenshots

Resolution: 176 x 208
Amount: 43 pc

Available formats
Low resolution: TIF

Additional information

Three different types of screenshots from Pathway to Glory are available: solo player mode screenshots (SP), multiplayer mode screenshots (MP) and screenshots from the menus and selections of the game (menu).

All screenshots are original, unedited footage from the game. As N-Gage is a low resolution mobile device, the native resolution of the screenshots is 176 x 208 pixels.





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