

PRESS RELEASE

Nokia Unveils Pathway to Glory At E3 2004

Mobile Community Warfare™ commences with Nokia's premier first-party effort

Los Angeles, May 11, 2004 - Nokia today unveiled details on the world's most eagerly anticipated N-Gage game, *Pathway to Glory*, an action-packed strategy, multiplayer game. Set during World War II, players create and control their own platoon of soldiers to complete historically accurate missions and engage in hybrid real-time battle with other gamers from around the world. Players can either connect to collaborate and compete in a Global Battle Ground via the N-Gage Arena, or set up a local multiplayer game with up to six other players via Bluetooth wireless technology.

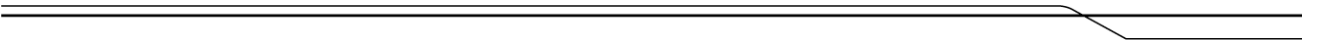
"Pathway to Glory is an excellent example of what kind of games are possible when you take full advantage of all the features of the N-Gage platform," said Pasi Pölonen, Director of Game Publishing, Games Business Unit, Nokia. "The unique game features of *Pathway to Glory*, like the need for collaboration, in-game communication system, persistent damage during campaigns and the global rank system, create a fantastically compelling game that will delight gamers worldwide."

Pathway to Glory immerses gamers in realistic WWII battlegrounds, ranging from Normandy to Sicily. Players must skilfully lead and navigate their troops throughout a war-torn world of utmost realism using authentically replicated WWII weapons and a huge selection of vehicles. Success in the game will be awarded by military ranks that correspond to real WWII rank.

Pathway to Glory features more than 800 different sprites for richly detailed graphics, 100 in-game illustrations and voice acting in 13 unique in-game languages. Players can control platoons of soldiers from 11 different countries, including the United States, Britain, France, Canada, Poland and more.

"*Pathway to Glory* offers a rich, immersive gaming experience that is unprecedented on a handheld device," said Toni Virhiä, Senior Producer, *Pathway to Glory*. Nokia consulted with WWII experts, photographed real-world locations, and created frame captured soldier movements with the assistance of over 150 Finnish soldiers. These elements, combined with engrossing gameplay and the N-Gage multiplayer capabilities, demonstrate that Nokia is raising the bar on realism in mobile games.

"In terms of game design, we wanted to create something completely new. The hundreds of prototypes we designed during pre-production resulted in the unique Global Battle Ground multiplayer system that contains advanced community features, persistent world battle maps and a permanent damage battlefield structure," Toni adds.



The game contains a storyline campaign with 14 solo-player missions that are also playable co-operatively for up to four players via Bluetooth wireless technology. The unique Mobile Community Warfare game mode consists of 12 multiplayer missions and four different campaigns, both playable by six players in the Local Battle Ground via Bluetooth or Global Battle Ground via the N-Gage Arena. In addition, all the levels are playable via a Hot Seat system that allows players to share one N-Gage device with friends but still play a multiplayer game against each other.

The hybrid real-time gaming features of *Pathway to Glory* are achieved through a revolutionary "Interrupt" mechanism, whereby players can use some of their soldier's available action points to defend their positions while their opponent is making his or her move. This involves deciding on the positioning of the player's men and how the soldiers will defend their territory. During the ensuing action, players can monitor the real-time actions and reactions of their own troops in the field, or they can study the active real-time battle map to observe their opponent's moves while planning their next action.

Pathway to Glory is an original franchise created by Nokia and developed by a dedicated Nokia First Party studio. It has an expected released date in the fourth quarter of 2004. The game is being shown publicly for the first time in a playable form at the N-Gage booth (south hall #1524) at the Electronic Entertainment Expo (E3) in LA, May 12-14, 2003.

About N-Gage

The N-Gage game deck is an innovative mobile device that is creating an entirely new market for the games industry. Built for active gamers, the N-Gage platform is the first mobile and connected game deck to feature online high-quality 3D multiplayer gameplay over Bluetooth wireless technology and GPRS. The N-Gage device also offers unique online games services as well as a comprehensive and growing games catalogue from the leading game publishers. Nokia is the world leader in mobile communications. Nokia and N-Gage are trademarks or registered trademarks of Nokia Corporation.

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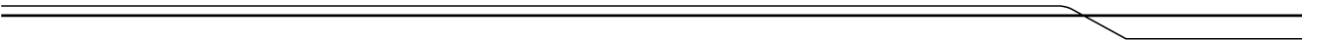
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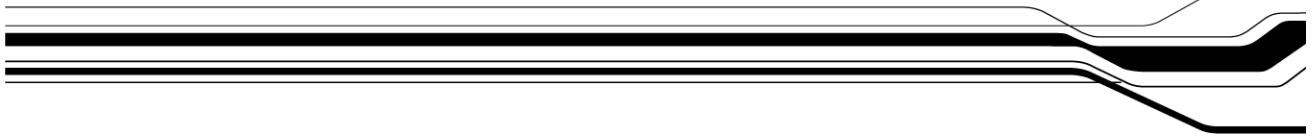
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