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“Tecmo Bowl”

Fact Sheet

What: Tecmo Bowl®

Publisher: Tecmo Mobile® **Developer:** Tecmo®

Platforms: JAVA and BREW **Handsets:** Nokia, Motorola, LG, Samsung, Sanyo, etc.

Product

Overview: In 1987 Tecmo Bowl® set the standard for football video games -- today it is tackling selected phones for some hard-hitting action on the go! The ground-breaking game introduced the coaching and playing format; players call the plays like a coach and then control the action on the field in the role of the quarterback and other positions. Once the ball has been handed off or the pass completed, players control the receiver and running backs in real-time action. Select from a variety of offensive and defensive plays, including signature running and passing plays to connect with your wide receiver on the offensive or sack the quarterback on the defensive. Choose your favorite pro team and hit the gridiron for high-stakes pigskin play.

Features:

- **The ultimate mobile football game:** Pass, Run, and Punt for gridiron glory.
- **Select from a variety of teams**, each phone offers between 4 and 16 national teams.
- Every pro team has **unique traits and play books**, featuring 4 signature plays.
- Handsets feature the **original audio and tackle activated vibration** on supported devices.

Information: Tecmo®, Inc., located in Torrance, California, is a wholly owned subsidiary of Tokyo based Tecmo, LTD. Tecmo, Inc. is a leading publisher of video games for next generation console, handheld hardware, and mobile devices including those manufactured by Microsoft, Sony Computer Entertainment America, and Nintendo. Tecmo has gained worldwide recognition with product lines such as *Tecmo Bowl*®, *Ninja Gaiden*®, *Dead or Alive*®, *Fatal Frame*™, *Monster Rancher*®, and *Gallop Racer*®. More information on Tecmo can be found at www.tecmogames.com

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For more information, press only:

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