

JAMES POND



James Pond - The Future

The previous Pond games were diverse in their implementation, offering novel and challenging play mechanics in each case. Although appearing in many guises, the Pond character remained recognisably constant from game to game and has, even to this day, remained memorable.

With the opportunities offered by advancing technology, and with a new generation of audience to inspire, Gameware Development will bring James Pond into the age of the **colour screen mobile phone**. Taking the concept of a spoof spy game, Pond will be **visually stunning**, creating a cartoon world of **colourful characters** and **exotic locations** to present a plot of suitably foolish epic proportions.

James Pond - The History

With tongue firmly in cheek, and more than a wink aimed at a certain Ian Fleming creation, the hugely successful character **James Pond** first appeared in the games world in 1990 - carrying the typically quirky British humour of Bond from the Silver Screen to the 8- and 16-Bit gaming era.

Four games using the James Pond character were created during a four-year period. In 1990, **James Pond: Underwater Agent** appeared on the Atari ST, Commodore Amiga and Sega Genesis (Megadrive), published by Electronic Arts and Mirrorsoft. Between 1991 and 1994, **James Pond 2 – Codename Robocod** was released on thirteen platforms ranging from the Commodore C64 and Sega Genesis, to Super Nintendo (SNES) and finally Nintendo Game Boy. Publishers ranged from US Gold (now Eidos), to Ocean (now Infogrames), Electronic Arts (USA) and JVC (Japan). In 1992, Electronic Arts published **Aquatic Games**, a brief foray into a somewhat sportier genre, for the Amiga and Sega Genesis. Pond's last mission in the 16-bit era was published by Electronic Arts in 1994, when he appeared in **James Pond 3** on Sega Genesis.



The game will take full advantage of the possibilities available to a character that is as at home in the water as he is on the land to provide new and interesting game dynamics. Gadgets, equipment, and high-powered vehicles will also bring novel twists to this **platform-cum-arcade adventure for the 21st century**.



The James Pond series of games has sold in excess of two million units worldwide.



For more information, please contact:
jeremy.cooke@gamewaredevelopment.com

+44 (0)1223 327772

www.gamewaredevelopment.com