n SPACE

Company Biography

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Who are we?

n-Space is a highly successful independent developer, celebrating 15 years of experience developing high-quality games for some of the biggest publishers - Activision, Disney Interactive, Nintendo - and entrusted with some of the biggest IP in the world - Call of Duty, James Bond, Star Wars, Toy Story, and TRON.

n-Space is the leading independent developer in North America on Nintendo Wii and DS. In 2010, we will have shipped 7 titles by the end of the year (listed below) for a total of 34 titles since our inception.

2010 releases:
- Toy Story 3 DS
- TRON: Evolution Wii & DS
- Golf Cart Ranger iOS
- Call of Duty: Black Ops DS
- GoldenEye DS
- Bloodstone 007 DS
- Target Toss Pro: Lawn Darts WiiWare

Looking ahead, n-Space is eager to take its talent to new levels and new platforms, starting with the Nintendo 3DS - an unassuming but surprisingly powerful piece of hardware with an amazing hook. On the next-gen horizon, we plan to apply our years of experience with motion analysis to the Microsoft Kinect and Playstation Move and the exciting possibilities they offer. Finally, our technology is making the leap onto the iOS as we continue to explore the world of iPhone and iPad gaming.

n-Space consists of roughly 40 employees in several flexible teams. Our technology is based around our proprietary "n-Gin" - a robust, multi-platform engine and full-featured toolset that allows for very rapid development in a variety of gameplay styles. Presently, we have focused our efforts on developing our technology in a way that allows us to retain and grow our distinct advantage creating exciting and unique experiences on handheld platforms.

Our studio is located in Orlando, FL, a short drive from SeaWorld, Universal Studios, Disney World, and the offices of EA Tiburon. We have excellent relations with local colleges and art schools, including the University of Central Florida, FIEA (Florida Interactive Entertainment Academy), Full Sail University, and Ringling School of Art and Design.

Projects

2010 Releases

TRON: Evolution – Battle Grids
(Disney Interactive, Nintendo Wii & DS, 12/7/10)

"Tron Evolution: Battle Grids feels like a the closest we're going to get to a Tron version Wii Sports. Simple controls, fast-paced competitions. The game is fun, even when you lose." (Kotaku)

TRON: Evolution – Battle Grids for the Nintendo Wii is an action-packed multiplayer game set around the Game Grids of the TRON universe. Developed in a unique partnership with Propaganda Games, Battle Grids features more than 15 Game Grid challenges with iconic TRON weapons and vehicles such as light cycles, light runners and light discs, with players competing with family and friends in local games for 1 to 4 players. Battle Grids also features an extensive story mode that allows users to create and evolve their own character in the quest to become the Grid Champion.

TRON: Evolution DS

(Disney Interactive, Nintendo Wii & DS, 12/7/10)

TRON: Evolution DS is an exciting action / adventure game that casts you in the story as a System Monitor investigating a power failure crisis that threatens the entire grid. Players can take on the puzzle-centric Story Mode or the action-packed Grid Games, featuring iconic TRON vehicles such as Light Cycles, Tanks, and Recognizers. Grid Games support up to 4 players locally with both competitive and cooperative modes, including Capture the Flag and Last Man Standing.
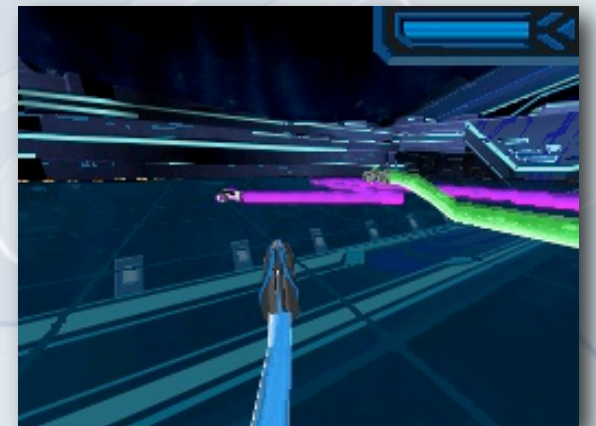
Golf Cart Ranger

(n-Space, iOS, 11/5/10)

n-Space's first App for the iPhone and iPod platforms, Golf Cart Ranger is more fun than a bucket of balls! Drive your golf cart over the range while avoiding course hazards and flying golf balls to collect as many balls as possible before you run out of gas.

Varied stage objectives change up gameplay, keeping challenges feeling fresh and exciting as you cruise through 36 different stages across multiple courses with diverse environments and mechanics. Golf Cart Ranger also supports in-App purchases for additional content and full Game Center support with multiple Leaderboards and Achievements.

Call of Duty: Black Ops

(Activision, Nintendo DS, 11/9/10)

"The fun of playing through a solid shooter on the handheld is what matters and developer n-Space stepped up and did a remarkable job." (Gaming Trend, 9 / 10)

Call of Duty: Black Ops for the DS is a companion product to the 360/PS3/PC/Wii versions that put gamers in the boots of CIA-backed operatives dropped into the shadowy world of deniable operations with an expansive arsenal of weapons at their disposal.

Black Ops takes first-person shooting and multiplayer gameplay on the DS to new heights. We've added a wealth of features to our latest Call of Duty DS game, including an overhauled UI with new functionality, a new Button Control scheme for players who want to play without the stylus, and a ton of new multiplayer features, including Perks!

GoldenEye 007
(Activision, Nintendo DS, 11/2/10)

"GoldenEye 007 is not only better than the previous version, but it can also hold its own against modern shooters on the DS; plus it's among the best multiplayer experiences on the system." (Games Radar, 9/10)

GoldenEye 007 for the Nintendo DS is an all new first-person action game developed by n-Space in conjunction with the Wii title. GoldenEye 007 offers all of the epic action of James Bond's greatest adventure, built from day one to push the capabilities of the Nintendo DS to its absolute limits. In both single and multiplayer, GoldenEye 007 delivers covert action on a handheld like you've never seen it before.

GoldenEye 007 presents the complete saga of GoldenEye re-envisioned by famed Bond author Bruce Feirstein for 2010, starring Daniel Craig as the world's greatest secret agent. The game features the a full voice cast – Dame Judi Dench, Rory Kinnear, a cast of new talents as the classic GoldenEye lineup, and of course Daniel Craig as James Bond. Travel the world as James Bond, through locations both vintage and new, taken from both the original film and the zeitgeist of the modern era. Tear through the dam at Arkhangelsk, snake through the snowy surface of Severnaya, and rampage through St Petersburg in a tank – all with the skill and style of 007.
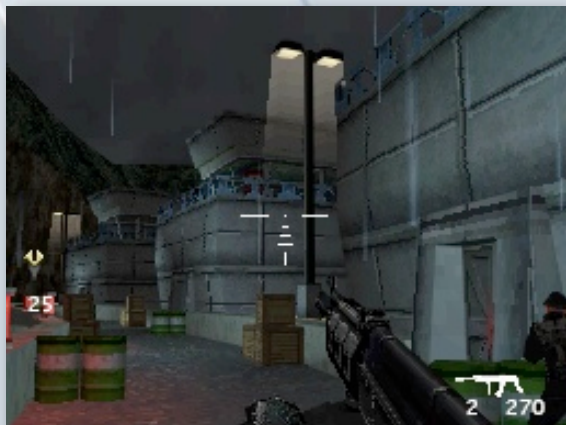
Blood Stone 007
(Activision, Nintendo DS, 11/2/10)

"With all the variety of excitement that makes 007 such a smash hit on the big screen, the arrival of Daniel Craig's first original videogame is a blessing for the Nintendo DS. This deserves pride of place in your multi-cartridge holder wherever you end up taking it." (MI6, 9/10)

Blood Stone is an explosive third-person action / adventure game for the Nintendo DS featuring Daniel Craig as James Bond. An international conspiracy has placed the UK's most secretive biochemical project into deadly hands, and only Her Majesty's most lethal agent, James Bond, can unravel the mystery. Embark on a global chase that will have you battling on land, sea, and air through Athens, Istanbul, Monaco, and Bangkok. Engage in precise cover-based gunplay and tactical firefights, and speed your way through explosive adrenaline-fueled driving sequences.

Become Bond as he engages in intense hand-to-hand combat and uses his environment to finish off enemies. In the fight to prevent the world's most dangerous weapon from falling into the wrong hands, you'll need to be the ultimate secret agent.

Toy Story 3: The Video Game

(Disney Interactive, Nintendo DS, 6/15/10)

"Toy Story 3 is an outright fun game." (Game Vortex, 84 / 100)

In Toy Story 3: The Video Game for the Nintendo DS, players help Buzz, Woody, Rex, Hamm, Slinky, and the rest of the Toys to ensure that no toy gets left behind.

Dive into all new heroic adventures in Story Mode, which closely follows the events of the hit film Toy Story 3. Or let you imagination run wild in exciting Make Believe sequences, where players see the imaginary lives of their favorite toys. Finally, the all-new Playtime mode pitting 1 to 2 players against an onslaught of enemy toys.

Developed in close collaboration with Pixar and Disney Interactive, n-Space is extremely proud of our latest DS title and can't wait to share more about the game's development. On June 15th, come and play to infinity... and beyond!
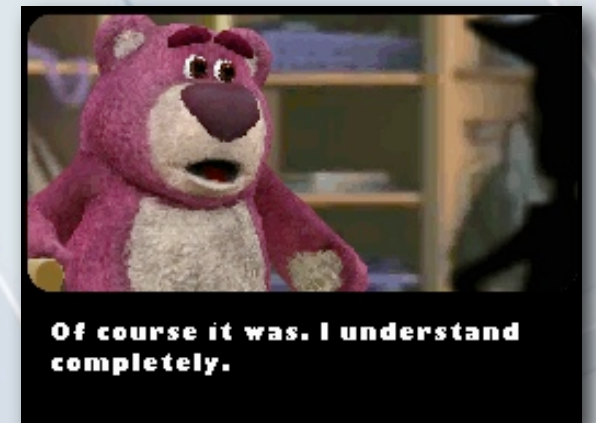
Testimonials

"I have worked with n-Space over the past several years on four franchises. Dan and the team at n-Space are a group of dedicated, talented developers."

Jim Molinets
Vice President of Franchise Production, Disney Interactive Studios

"I have had the pleasure of working with n-Space directly on 3 DS titles, including 2 Modern Warfare DS games since 2006. n-Space managed to deliver what many thought impossible, a great DS Call of Duty experience on a handheld console... I highly recommend both Dan and the teams I have worked with on the Call of Duty games at n-Space for their passion, technical know-how and considerable flexibility. It is rare to find with a company that continues to push their own limits and puts their personal pride in a job well done so high on the agenda."

Marcus Iremonger
Sr. Executive Producer, Activision / Blizzard

"Dan and his crew at n-Space are second to none. Whenever we needed a DS project of high quality, on time, with our biggest brands attached, we first looked at n-Space. They never let me down and were always professional and timely in their deliveries. If given the opportunity I would work with Dan and n-Space again in a heartbeat."

Chris Archer
Studio Head / Director of Development, Sony Online Entertainment

"Dan O'Leary and his staff at n-Space have been terrific business partners. From the attention to detail and quality, to the speed and budget at which the titles were completed, you could not ask to work with better folks."

Andy Kniaz
Vice President of Business Development, Incredible Technologies

"Even after I left Nintendo I make it a point to keep in touch with n-Space as they were one of the best developers I ever had the pleasure of working with. Not only are they professional and producers of quality work, they are also wonderful people and that makes the process and the normal stress of development easier."

Jeff Kalles
Senior Sales and Marketing Manager, Penny Arcade, Inc.

"n-Space is an amazing developer that not only has a great work ethic, but continues to push the bar on what the NDS is capable of doing. Their professional approach to game development is second to none in the industry. n-Space is a talented developer and runs like a well oiled machine. I've had the pleasure of working with them on two projects and would jump at the chance to work with them again."

Taylor Livingston
Associate Producer, Activision / Blizzard

"Dan and n-Space have a unique and unsurpassed enthusiasm and dedication to the games they develop. They are all dedicated and knowledgable gamers who take great care and pride in their work and are endlessly dedicated to performing and delivering complete, engaging, and overall "fun" games!"

Holly Longdale
Senior Producer - Game Design, Disney Interactive Studios

"While working with Dan and his company, n-Space, I had the pleasure of witnessing first hand the true level of expertise and acumen that Dan brought to the table, making him not only an asset to his organization, but an individual that I would strongly recommend returning to for future business opportunities."

J Boone
Project Manager, THQ

Projects

2008-2009 Releases

Marvel: Ultimate Alliance 2™
(Activision, Nintendo Wii & DS, PlayStation 2, 9/16/09)

MUA2 is an Action/RPG that allows you to create your own team from a huge cast of Marvel Heroes. Battle lines are drawn as Iron Man and Captain America find themselves on separate sides of a law requiring Super Heroes to register with the government. You must pick a side and fight to determine the fate of the Marvel Universe and humankind. MUA2 features the unique ability to fuse the powers of 2 characters together, resulting in devastating Fusion attacks.

The end result is 40 unique levels, 15 hours of gameplay, 26 playable characters, 8 special powers per characters, 325 possible Fusion combinations, and tremendous depth of replay, all in 14 months from start to Alpha.

Hannah Montana: The Movie

(Disney Interactive, Nintendo Wii & DS, Xbox 360, and PlayStation 3, 4/7/09)

Based on the film of the same name, Hannah Montana: The Movie follows the adventures of Miley Stewart as she returns to her roots in Tennessee to help save the town of Crowley Corners. The game features a huge variety of mechanics ranging from singing, dancing, and playing multiple instruments on multiple stage venues to horse riding, carnival mini-games, and a fully customizable fashion experience.

The Wii version for Hannah was the lead sku for Disney Interactive. Our team was dedicated to creating a game that was deeper and more varied than your average movie-based title. In the process we made numerous improvements to our engine as well as our tools and techniques, completely re-factoring our Wii engine and building new ones for PS3 and 360, all in roughly 12 calendar months. Since its release, first quarter sales of Hannah have surpassed 800k units.
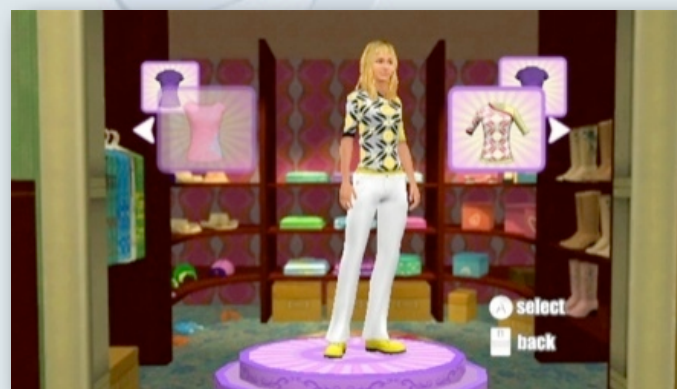
Call of Duty: Modern Warfare: Mobilized

(Activision, Nintendo DS, 11/10/09)

n-Space and Call of Duty return to the modern era on the DS with an all new and exclusive adventure. Call of Duty Modern Warfare: Mobilized delivers an arsenal of cutting-edge weaponry, vehicles and tactics, arming players with precision controls for battle across the world's most dangerous hotspots. Gamers will fight on the ground in intense building-to-building tactical combat, hack into enemy computer terminals, take the controls of military vehicles like Battle Tanks and UAV spy drones, or man the guns of an AC-130 gunship.

The title also serves up a bevy of features, including a 6-player online multiplayer mode that allows friends to host their own server, as well as the brand new Survival Mode, giving players a variety of weapons to hold off waves of oncoming enemy forces. The new Arcade Mode allows gamers to replay the game's single player campaign with a time limit and running score, with extra points awarded for specific achievements.

Star Wars Battlefront: Elite Squadron
(LucasArts, Nintendo DS, 11/3/09)

n-Space makes its return to a galaxy far, far away, delivering a sequel to the best selling Star Wars game of all time. Elite Squadron is a class-based combat game with a focus on fast-paced action across a vertical battlefield. For the first time in Battlefront's history, an all-original story follows a cast of heroic figures through the complete timeline of the Star Wars films and beyond.

Elite Squadron features the ability to select a specialized class for your character, which determines a unique set of weapons and skills that can sway the balance of every conflict. As the game progresses, your character evolves from a skilled trooper to a powerful Jedi warrior with an adept knowledge of the Force. A mix of thrilling levels and gameplay modes relive some classic Star Wars moments: Race a speeder bike through the dense forests of Endor, fly past massive walkers in the icy trenches of Hoth, or fly an X-Wing down the trench of the original Death Star. Elite Squadron continues Battlefront's tradition of exciting multiplayer, featuring tiered matches and incredible lightsaber battles with up to 4 players, including the ability to play as classic characters such as Luke Skywalker, Darth Maul, General Grievous, and Darth Vader.

Carnival King
(Incredible Technologies, Nintendo WiiWare, 11/2/09)

Our second arcade to WiiWare adaptation brings the family friendly light gun shooter home. With 15 diverse levels, online leaderboards, and single player as well as head-to-head modes, Carnival King is sure to be another WiiWare hit. Carnival King was also completed in roughly 12 man-months.

Target Toss Pro: Bags
(Incredible Technologies, Nintendo WiiWare, 11/17/08)

A faithful adaptation of the popular arcade title and our first WiiWare title, Target Toss Pro: Bags brings the backyard sport of "Cornhole" to the Wii Shop Channel. Up to 16 players compete in a variety of team and cutthroat modes. 12 man-months were used to take Bags from start to finish. Since its release, Bags was in the top 10 WiiWare downloads for over 4 months, peaking at #4.

Call of Duty: World at War
(Activision, Nintendo DS, 11/10/08)

After the success of COD4, n-Space was eager to return to the franchise to bring a new level of intensity and excitement to the DS. The results have been called, "a blast to play, and one that raises the bar for DS first-person shooters in more ways than one," scoring an 8.3/10 on IGN. In fact, Call of Duty: World at War is the highest rated ATVI DS title ever. Since its release, sales are greater than 400k units.

Hue Pixel Painter
(Activision, Nintendo DS, 11/18/08)

A companion title packed on the same cart as Tony Hawk's Motion. Hue was developed to use a unique accelerometer cartridge that plugs into the GBA slot. Players tilt the DS to guide Hue as he attacks the evil Drabs while painting color back into the black-and-white fantasy world.

Star Wars: The Force Unleashed
(LucasArts, Nintendo DS, 9/16/08)

The DS version of the massive Star Wars title, Star Wars: The Force Unleashed aimed to bring the tech-filled prowess of the next-generation parent to the handheld. The team took a unique approach to the control scheme, using the stylus to drag between powers and chain together explosive Force attacks.

IGN called this take "an admirable interface that works very well, even during intense battles where speed is a requirement." Sales are nearly 700k units.

Call of Duty 4: Modern Warfare
(Activision, Nintendo DS, 11/5/07)

A pocket-sized version of the amazing Call of Duty 4 on next-generation platforms, IGN scored Call of Duty 4's DS version at 7.8/10, praising elements including a surprising level of complexity for the hardware, "impressive sound production all around", fun game play, and enjoyable multiplayer. Sales have topped over 600k units.

Winter
(n-Space IP development, Nintendo Wii)

Winter began as a 3 week experiment to see if a small team (8-10 people) could create a compelling survival horror experience on the Wii. The result was a 7 minute demo using the pre-Hannah engine where players use basic gestures to explore a world taken over by a supernatural snowstorm, pulling open drawers and cabinets, swinging found melee weapons, and doing whatever they can to stay warm and survive the horrors within.

Since then, Winter has gone through 2 additional periods of work, ultimately being ported over to the post-Hannah Montana engine in March '09. Publisher reaction has been overwhelmingly positive, with many becoming immediately excited about the possibilities of an old-school survival horror game designed specifically for the Wii. But since there have been so few games of this type on that platform, most marketing departments see this genre as being too risky.

Meanwhile Winter has found something of a cult following on the web, after a January '09 IGN article showed movies and screenshots of the "lost" project. This resulted in many fans calling for publishers to pick up the title, sparking an online petition with over 18,000 signatures to date.
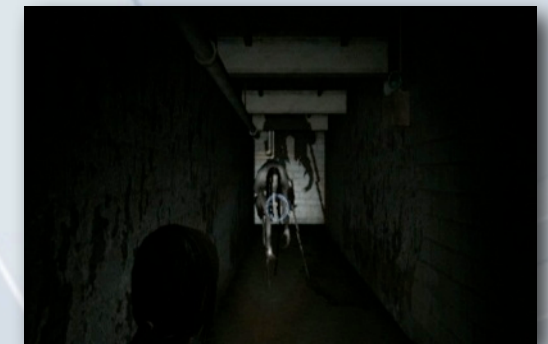
Company History

n-Space was established in 1994 by 3 former employees of Martin Marietta's Advanced Simulation Group, where they helped design and develop world class 3D military simulators. During their time at Martin Marietta, the 3 founders worked closely with legendary game designer Yu Suzuki on the arcade game Desert Tank and the creation of SEGA's Model-2 and Model-3 arcade hardware. This experience inspired the trio to leave the realm of military simulation and enter the world of video game development with the onset of the Playstation 1.

Since then, n-Space has released 27 titles ranging from original IP (Geist, Tigershark, BugRiders) to top-tier licenses (Rugrats, Duke Nukem, Star Wars, Call of Duty, Hannah Montana, Mary Kate & Ashley, Marvel, Toy Story, TRON, and more).

From 2001 through 2006, n-Space worked almost exclusively with Nintendo of Japan, giving us extensive experience on the GameCube and DS platforms and an early introduction to the Wii, with n-Space being one of the first developers in the U.S. to receive and work with Wii development hardware. Recently n-Space was ranked #85 in the Develop 100, a list of the most successful studios in the world for 2009, based on sales in the United Kingdom, with n-Space having three #1 selling titles for the year.

Technology Overview

- n-Gin
  - ‣ Cross-platform technology bed with a shared tool set
  - ‣ Highly optimized for each target platform
  - ‣ World class tool set promotes rapid development and iteration
  - ‣ Data driven development reduces technical risks and frees designers and artists to focus on gameplay and visuals with minimal programmer involvement

- Wii Highlights
  - ‣ With more than 30 man-years of engineering invested, our Wii technology is best in class, featuring a very robust engine and flexible, full-featured toolset that allows for very rapid development in a variety of gameplay styles.
  - ‣ Experts at motion analysis - n-Space was the second developer in the United States to receive Wii prototype hardware, giving us a great opportunity to get used to the feel of the controllers and create a natural, unique experience
  - ‣ 3D pipeline fully utilizes the hardware, including advanced rendering features such multi-texturing, light-mapping, real-time shadow maps, and real-time reflection lighting
  - ‣ Advanced rendering techniques, including depth of field, glow / bloom effects, and distortion effects
  - ‣ World-class particle system spec'd by a motion picture effects artist

- Nintendo DS Highlights
  - ‣ The unique data driven architecture allows for rapid prototyping, game design and development for a variety of game styles
  - ‣ Full support for 3d and 2d environments, models, and gameplay
  - ‣ We support a suite of control styles, gestures, pattern recognition, and even drawing / painting for the touch-screen input
  - ‣ Full support for wireless multi-player, including: local wireless, world-wide Wi-Fi, single card download play, 6 player multiplayer, join in progress matches, instant lobby, VOIP chat, and more!
- PlayStation 3 and Xbox 360 Highlights
  - ‣ High-definition, next-generation rendering pipeline that fully supports per-material custom vertex and pixel shaders
  - ‣ Advanced rendering techniques, including HDR (high dynamic range) lighting, depth of field effects, glow / bloom effects, light mapping, per-pixel dynamic lighting, and shadow mapping
  - ‣ Threaded processing model utilizes all three cores of the Xbox 360 and all six SPUs of the PlayStation 3 Cell Processor
  - ‣ Intelligent disc caching and compression system uses any free memory to slash load times
- Other platforms
  - ‣ We also support PSP, OpenGL 2.0ES (for iPad and iPhone 3GS/4), as well as other OpenGL 1.1 based devices.

1997 - 2007 Releases

Winx: Join the Club

(Konami, Sony PSP, 5/7/07)

Another fun girls game that received only decent reception by the main-stream press.

Geist

(Nintendo of Japan, Nintendo GameCube, 8/15/05)

Our largest effort to date, Geist is an innovative first person shooter / adventure where the player takes the role of a ghost that can possess and control a wide variety of people, animals, and objects. Development spanned over three years,

our team working directly with Nintendo of Japan legends such as Shigeru Miyamoto, Hideki Konno, and Kensuke Tanabe. The title received favorable reviews and dedicated fans calling for a sequel. Approximately 300k units sold in the GameCube's twilight.
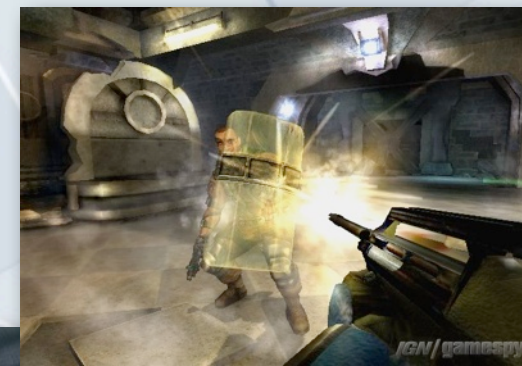
GoldenEye: Rogue Agent

(Electronic Arts, Nintendo DS, 6/13/05)

A quick work-for-hire project done in 4 months. During that time we created our DS version of our n-Gin technology. This was the first Nintendo DS game to support 8 player play from a single card.

Mary-Kate and Ashley: Sweet 16 – Licensed to Drive

(Acclaim, PlayStation 2 and GameCube, 2/14/03)

The Olsen Twins in a Mario Party type board game.

Mary-Kate and Ashley: Crush Course

(Acclaim, PlayStation 2 and GameCube, 11/1/01)

Our second Mary-Kate and Ashley title, featuring The Olsen Twins in a dating game.

Mary-Kate and Ashley: Magical Mystery Mall

(Acclaim, PlayStation, 10/27/00)

The Olsen Twins in a multi-engine trip to the mall.

Duke Nukem: Land of the Babes

(GT Interactive, PlayStation, 9/19/00)

A follow-up to the successful Time to Kill. Sales of approximately 750k units.

Danger Girl
(THQ, PlayStation, 9/6/00)

n-Space partnered with the creators, J. Scott Campbell and Andy Hartnell to develop this title based on the hit comic book series.

Die Hard Trilogy 2: Viva Las Vegas
(Fox Interactive, PlayStation and Win95, 2/29/00)

Another original licensed title from n-Space. Features THREE engines: 3rd Person, Light Gun, and Driving. Sales of approximately 750k units.

Rugrats Studio Tour
(THQ, PlayStation, 11/10/99)

Our sequel to the million plus selling Rugrats is also a 100% original game by n-Space. Delivered On-Time / On-Budget. Sales of approximately 2.5 million units.

Rugrats: The Search for Reptar
(THQ, PlayStation, 10/31/98)

This licensed kids title was created as a 100% original game by n-Space. On-Time / On-Budget. 72 minutes of in-game cinematics. Sales well over 5 million units worldwide, according to THQ the #7 best selling PS1 game of ALL TIME.

Duke Nukem: Time To Kill
(GT Interactive, PlayStation, 9/30/98)

n-Space worked in close cooperation with 3D Realms to bring their trademark character to the Sony PlayStation in style, enhancing our existing engine to create this action-packed 3rd person shooting / platforming game. It received great reviews, including 4 of 5 Stars by Next Generation Magazine. SCEA declared Time to Kill "Shooter of the Year" in 1998. Total sales were approximately 2 million units worldwide.

Bug Riders: The Race of Kings
(GT Interactive, PlayStation and Win'95, 11/30/97)

This innovative, full-3D race game was shown in GTI's booth at E3 to favorable previews. It places the player on the back of giant insects that are racing to become King of a fantasy-based world.

TigerShark
(GT Interactive, PlayStation and Win'95, 3/31/97)

This full-3D underwater-shooter was released on time in March, 1997. The Windows 95 version was the first full product to support MMX on the market, one of the first products to support Direct-Force, and the code written by n-Space is now part of Microsoft's official release. Sales were approximately 150k units.

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