

# The Target

**Client:** LaMosca  
**Homepage:** [www.lamosca.be](http://www.lamosca.be)  
**Platforms:** Symbian S60  
**Project Initiation:** 2007



## Absolute Mobile Solutions Hits The Target

In 2007, La Mosca, a leading publisher of city games (location-based games) contracted Absolute Mobile Solutions to develop what would soon prove to be their most popular game, The Target. The game was developed for the highly popular Symbian S60 platform. Absolute Mobile Solutions was able to hit all of La Mosca's targets including quality, budget, and schedule.

## About The Target

The target is an exciting and unique chase game. A dangerous gangster has just escaped from prison and is terrorizing the city. One player controls the terrorist and is rewarded with virtual money for every crime he commits. Three player controlled policemen are sent to catch this terrorist before he has managed to collect €1,000,000 at which point he can flee the city. The gangster has to steal (virtual) objects that are located all over the city to be able to commit the crimes: a knife, a rope ladder, explosives, etc. Every time he steals an object or commits a crime, however, the police are notified. This ensures the gangster leaves a trail of his activities in the city that can be followed. The police have special technology in the form of satellites that locate the gangster's coordinates every 6 minutes. However, the gangster knows how to intercept the satellite signals and is given the same information as the pursuing officers... and he has a few special defenses to shake off any police pursuit... Will the police succeed in disabling the gangster before he has achieved his goal? Play The Target and find out today.

The Target is a fun and fast paced game that combines the thrill of playing a classic game of cops and robbers with the latest mobile technology.