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Polarbit races past one million downloads on Ovi Store

Stockholm, Sweden – Polarbit, noted cross-platform mobile game developers announced today that their applications exceeded one million total downloads in two weeks on the Ovi Store by Nokia.

Says Anders Nilsson, founder and CTO of Polarbit:

“We take great pride in being early adopters, as well as in our ability to deliver a consistent, high quality gaming experience across all platforms. We are greatly aided in this ambition by our Fuse middleware platform which has allowed us to utilize the full potential of the Nokia Game API plug-in to quickly bring Raging Thunder, Armageddon Squadron, WaveBlazer, Iron Sight and ToonWarz to the Ovi Store.

Considering the tremendous reception we’ve seen for these releases, this is evidently a good strategy. Too many developers focus their efforts entirely on the iPhone and release sub-par, Java-like versions on new platforms and markets which are capable of so much more, whereas we are dedicated to ensure that Nokia Ovi gamers receive the same rich, high-end gaming experience as iPhone gamers.“

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About Polarbit AB

Polarbit AB, founded in 2005, is a game and middleware developer focusing on high-end mobile and handheld devices. Their experience, dedication and uncompromising attitude towards quality ensure customers and users that Polarbit technology is always synonymous with world-class entertainment technology.

About Fuse

Fuse is Polarbit’s proprietary middleware solution for cross-platform development on smartphones and handheld devices ; a highly optimized framework comprised of SDK, toolset and game engines supporting all major mobile platforms including iPhone/iPod Touch, Android, Symbian, Brew, Nintendo DS, Wipi and Windows Mobile.