

melodias

The 13-member founding group of "Nice Ideas" includes computer professionals from France, Britain and Germany, combining their competence, creativity, imagination with a common passion for micro-computer applications and video games. All members of the team are shareholders in "Nice Ideas".

The team as a whole has been together already for 18 months, having previously formed Mattel Electronics' European Software Centre. With the dissolution of Mattel Electronics, the staff resolved to continue together in the field of consumer electronics software, and set about creating their own company. The team members know each other well, and work well together.

The combined talents and experience of the team cover the fields of operating system software, communications, business applications, and the graphic arts : we have included in our organisation artists who ensure the graphic excellence of our products, as well as providing a valuable contribution in original ideas and visual presentations.

The variety of interests and background of the team give it a flexibility and adaptability essential in the dynamic field of consumer electronics.



## OUR REFERENCES

### Video games :

\* for Intellivision

- Sport games : "super soccer", "super tennis",
  - Spina the Bee : a highly graphic game for young children,
  - Scarfinger : an action/driving game,
  - Hard Hat : an original arcade-type game,
  - Illusions : a maze game based on an optical illusion,
- Etc...

\* For Colecovision

- Burgertime and Bump n' jump : quality conversion of the popular Data East titles for Coleco.
- Illusions, Fireman, Hot n' cold : original arcade style games, to be published by Coleco during 1984.
- Learning with Fuzzywomp : a colourful adaptation of Sierra On-Line's successful educational product.

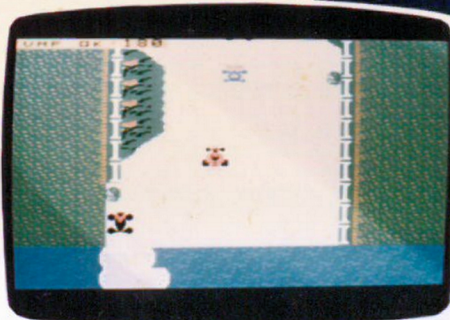
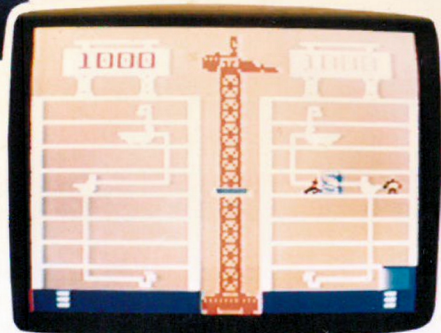
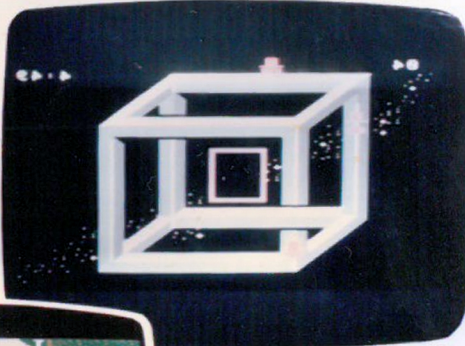
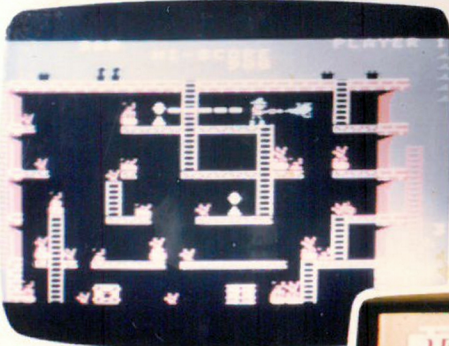
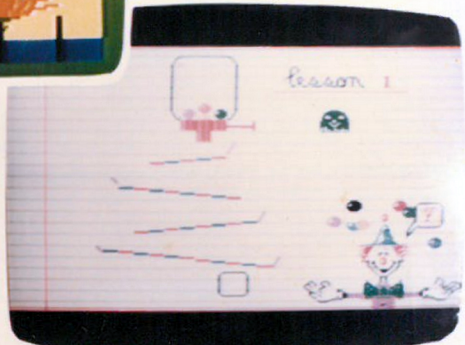
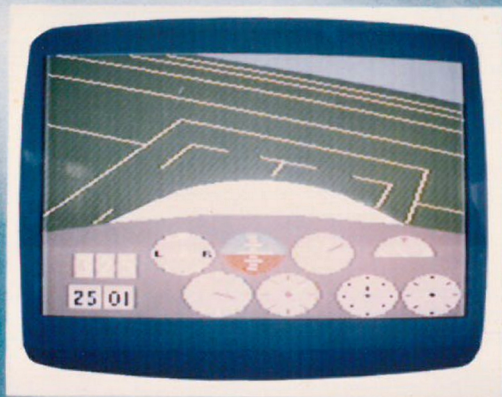
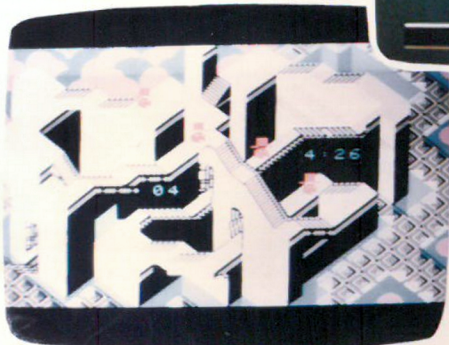
Earlier work with Coleco included the Pascal/Z80 assembler conversion of Donkey Kong, and the Blackjack cartridge.

### Intelligent games :

Bridge I, II, III, Skat, Gin rummy, cribbage for the Fidelity Electronics challenger series. Tarot, piquet, scopone, othello, international checkers, etc...

## CURRENT PROJECTS

We are currently implementing video game projects for Coleco Industries of Hartford, Connecticut, and Philips France. As the same time, our field of action has recently been extended by our collaboration with Sierra On-Line on the conversion of educational products, and the conception and implementation, initially for Commodore 64 and Apple systems, of a stunt-flyer simulator.



An aerial photograph of the Sophia Antipolis research park in France. The image shows a large, modern industrial and research complex with numerous buildings, parking lots, and green spaces. The park is situated in a valley, with hills and mountains visible in the background. The sky is clear and blue. In the center-right of the image, the name 'nirad' is written in a stylized, dotted font. The letters are composed of small black dots arranged in a grid pattern. The 'n' and 'r' are larger and more prominent, while the 'a' and 'd' are smaller and more spaced out. The 'i' and 'a' are also dotted, but the 'a' is significantly larger and more complex, resembling a stylized 'A' or 'Aa'. The 'd' is also dotted and has a long tail that extends downwards. The overall effect is a modern, high-tech aesthetic.

nirad

Our location in the heart of the International Research Park of Sophia Antipolis (on the French Riviera), presents numerous advantages :

- proximity to the International airport of Nice,
- close contact with other multinational companies located in Sophia Antipolis,
- exceptional working conditions.

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