

<http://www.zeenews.com/articles.asp?aid=424566&sid=BUS&ssid=54>

RCom introduces multiplayer mobile games



New Delhi, Feb 15: Seeking to capitalise on the growing mobile value-added services market, second largest private telecom operator Reliance Communications on Thursday introduced multiplayer mobile games for its customers in partnership with Canvasm.

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"Mobile gaming is definitely a fast growing sector and is expected to catch up with the developed markets. Reliance's launch of multiplayer mobile games is another step in this direction and we are quite confident that it will generate a huge interest from our mobile customers, especially the gaming audience," Reliance Communications' president (applications, solutions and content group) Mahesh Prasad said.

The MMG would not only allow customers to compete with online mobile and pc gamers playing the same game but would also offer features like lobby chat, messenger chat, game chat, score posting, profile and others.

Jagdish Mitra, CEO, Canvasm Technologies, said mobile gaming has come of age in India with multiplayer games offering immense potential to deliver targeted advertising messages to niche audiences

<http://www.hindu.com/thehindu/holnus/006200802142070.htm>

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http://www.techtree.com/India/News/Mobile_MMGs_from_RCom_CanvasM/551-86868-585.html

MMGs from RCom, CanvasM

Techtree News Staff

 Email  Print

Feb 15, 2008

Reliance Communications (RCom), along with CanvasM Technologies (a Tech Mahindra-Motorola Joint Venture), has introduced multi-player mobile games for its customers in India.

Multi-player mobile games (MMGs) enable gamers compete with other mobile- and PC- gamers who happen to be playing the same game. MMGs have other features like: lobby chat, messenger chat, game chat, score posting, profile, allowing users to invite others to play games.

A mobile value-added services company, CanvasM Technologies, has partnered with RCom, and will provide RCom with a variety of domestic- and international- multi-player games. The company's multi-player gaming platform boasts a catalogue of 15 cross-media games. CanvasM also has provisions for developing content, and fostering third-party content.

Speaking on the occasion, Mahesh Prasad, president (Applications, Solutions, and Content Group) of RCom, said RCom's launch of multi-player mobile games will generate huge interest from their mobile customers -- especially the gaming audience.

Adding to it, Jagdish Mitra, chief executive officer of CanvasM Technologies, said CanvasM is keen to get some of the new technologies to India, and that they are pleased to work with RCom, who has taken this pioneering initiative to do so.

Meanwhile, to download the multi-player mobile games, customers need to access Reliance Mobile World>Games>Multiplayer Games. Customers would be charged a monthly fee of Rs 99 for downloading a pack of three games, with unlimited plays for a month.

<http://forums.indianforums.co.in/telephones-services-in-india/rcom-in-partnership-with-canvasm-launches-multiplayer-mobile-games-t14650.0.html>

RCOM in partnership with CanvasM launches Multiplayer Mobile Games

« on: February 15, 2008, 01:36:54 PM »

RCOM in partnership with CanvasM launches Multiplayer Mobile Games

Reliance Communications in a tie-up with CanvasM has introduced Multiplayer mobile games for its customers in India. With this latest initiative, Reliance Communications has opened up a new avenue for gaming community in the country to network and challenge each other.

A Multiplayer Mobile Game (MMG) allows customers to compete with online fellow mobile and PC gamers playing the same game. In addition to gaming, MMG has exciting features like lobby chat, messenger chat, game chat, score posting, profile and also allows users to invite others to play the game.

CanvasM Technologies (a JV between Tech Mahindra and Motorola), a mobile VAS company with global presence has partnered with Reliance Communications to engage the Internet and mobile customers instantaneously from different locations. CanvasM will also provide to Reliance Communications a variety of international and domestic multiplayer games.

CanvasM's multi-player gaming platform has the unique distinction of housing a catalogue of 15 cross-media games. Apart from this, it has provisions for developing content as well as fostering third party content.

Mr. Mahesh Prasad, President – Applications, Solutions and Content Group, Reliance Communications said, "Mobile gaming is definitely a fast growing sector and is expected to catch up with the developed markets. Reliance's launch of Multiplayer mobile games is another step in this direction and we are quite confident that it will generate a huge interest from our mobile customers, especially the gaming audience."

Mr. Jagdish Mitra, CEO, CanvasM Technologies said, "CanvasM is keen to get some of the new technologies to India and are very pleased to work with Reliance Communications who has taken this pioneering initiative to do so." Adds Mr. Mitra, "Mobile gaming has come of age in India with multi-player games offering immense potential to deliver targeted advertising messages to niche audiences."

To download, Multiplayer Mobile games, customers will have to access **Reliance Mobile World & Games & Multiplayer Games**. MMG also allows advertisers to create specific buddy lists, chat with gamers, gauge their moods and send tailored promotional messages accordingly. Customers will be charged Rs 99 per month for downloading a pack of 3 games, with unlimited plays for a month.

<http://www.animationxpress.com/index.php?file=story&id=4461>

RCOM in partnership with CanvasM launches **Multiplayer** Mobile Games
15 February 2008 10:40 AM

By AnimationXpress.com Team

(14 February 2008 04:45 pm)

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http://ayaanbayaan.com/wp-content/uploads/2008/02/feb-1408-multiplayer-game-_canvasm.DOC

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Multiplayer Mobile Games can further delight game enthusiasts

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About CanvasM

CanvasM is a unique collaboration between global leader in wireless communications-Motorola Inc. and leading provider of IT services and telecom solutions - Tech Mahindra. CanvasM marries the unmatched telecom expertise of Motorola with the proven system integration capability of Tech Mahindra. Leveraging these inherited strengths in a nimble, flexible and focused organization; CanvasM deploys end-to-end VAS solutions for an increasingly converged world.

About Reliance Mobile World:

Reliance Mobile World has gained popularity as a one-stop-shop for entertainment, communication, gaming and m-commerce. Thanks to the wide range of applications it has endeared itself to users from all walks of life. Reliance Mobile World has over 2500 useful applications and over 2,00,000 content titles which include mobile TV, videos, cricket updates, music, ringtones, m-commerce, mobile mail, messaging, city and TV guides, railway reservations, banking, bill payment and examination results.

About Reliance Communications:

Reliance Communications Limited founded by the late Shri. Dhirubhai H Ambani (1932-2002) is the flagship company of the Reliance Anil Dhirubhai Ambani Group. The Reliance Anil Dhirubhai Ambani Group currently has a market capitalization of over Rs. 2,70,000 Crore net worth in excess of Rs. 40,000 crore, cash flows of Rs. 9,000 crore, net profit of Rs. 5,000 crore and zero net debt.

Rated among "Asia's Top 5 Most Valuable Telecom Companies", Reliance Communications is India's foremost and truly integrated telecommunications service provider. The company, with a customer base of over 38 million including over 1.3 million individual overseas retail customers, ranks among the Top 10 Asian Telecom companies by number of customers. Reliance Communications' corporate clientele includes 600 Indian and 250 multinational corporations, and over 200 global carriers.

Reliance Communications has established a pan-India, next generation, integrated (wireless and wireline), convergent (voice, data and video) digital network that is capable of supporting best-of-class services spanning the entire infocomm value chain, covering over 13,000 towns and 500,000 villages. Reliance Communications owns and operates the world's largest next generation IP enabled connectivity infrastructure, comprising over 165,000 kilometers of fibre optic cable systems in India, USA, Europe, Middle East and the Asia Pacific region.

<http://www.daylife.com/article/06VQ5iOdtN7jq>

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http://www.exchange4media.com/e4m/izone1/izone_fullstory.asp?news_id=29808§ion_id=4&tag=24716&email=

RCOM and CanvasM come together to launch multi-player mobile games

[exchange4media Mumbai Bureau](#)
February 16, 2008

Reliance Communications and CanvasM, a JV between Tech Mahindra and Motorola, have jointly introduced multi-player mobile gaming (MMG). With this, customers can compete with online fellow mobile and PC gamers playing the same game. In addition to gaming, MMG has exciting features like lobby chat, messenger chat, game chat, score posting and profile, besides allowing users to invite others to play the game.

CanvasM will also provide Reliance Communications a variety of international and domestic multi-player games. MMG also allows advertisers to create specific buddy lists, chat with gamers, gauge their moods and send tailored promotional messages accordingly.

CanvasM's multi-player gaming platform has the unique distinction of housing a catalogue of 15 cross-media games. Apart from this, it has provisions for developing content as well as fostering third party content.

Mahesh Prasad, President-Applications, Solutions and Content Group, Reliance Communications, said, "Mobile gaming is a fast growing sector and is expected to catch up with the developed markets. Reliance's launch of multi-player mobile games is another step in this direction and we are quite confident that it will generate a huge interest from our mobile customers, especially the gaming audience."

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Customers will be charged Rs 99 per month for downloading a pack of three games, with unlimited plays for a month.

CanvasM To Provide Mobile Multiplayer Games To Reliance Communications contentSutra.com

I've been wondering for a while about what CanvasM, the joint venture between Motorola (NYSE: MOT) and Tech Mahindra, has been up to. CanvasM CEO Jagdish Mitra had told me in January, at the Digital India Summit, to expect lots of news from the company in the coming months, and here is one: they've tied up with Reliance Communications (RCom) to offer Multiplayer Mobile Games (MMG). As per the release, these are "cross-media" games, which allow users to compete with online, mobile and PC gamers playing the same game. CanvasM has a catalogue of 15 multiplayer games, and will provide international and domestic multiplayer games to RCom. The MMG has interactive features like chat (messenger, lobby and in-game), score posting, user profiles, among other things. The games are being charged at Rs. 99 per month for a pack of 3 games, with unlimited plays. I was under the impression that, in India, we don't have the mobile bandwidth for continuous play - that only turn based multiplayer gaming is possible. We've asked CanvasM for some clarifications, as well as more on their plans.

<http://www.avashya.com/articles/63005/canvasm-to-provide-mobile-multiplayer-games-to-rel/>

[CanvasM To Provide Mobile Multiplayer Games To Reliance Communications](#)

contentSutra.com (Feb 14 2008) [Mobile](#), [Gaming](#)

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<http://www.indiaenews.com/pressrelease/20080214/97632.htm>

Press Release Thursday, February 14, 2008

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From correspondents in Delhi, India, 03:39 PM IST

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<http://www.indiantelevision.com/headlines/y2k8/feb/feb168.php>

RCom ties up with CanvasM to launch multiplayer mobile games

Indiantelevision.com Team

(14 February 2008 7:25 pm)

MUMBAI: Reliance Communications (RCom) has joined hands with CanvasM [Technologies](#) - a JV between Tech Mahindra and Motorola - to introduce multiplayer mobile games (MMG) for its customers in India.

With this latest move, RCom has opened up a new avenue for gaming community in the country to [network](#) with each other.

RCom president (applications, solutions and content group) Mahesh Prasad said, "Mobile gaming is a fast growing sector and is expected to catch up with the developed markets. Reliance's launch of multiplayer mobile games is another step in this direction and it will generate a huge interest from our mobile customers, especially the gaming audience."

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