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This article is about the smartphone. For the mobile gaming service, see N-Gage (service).
The N-Gage is a smartphone combining features of a mobile phone and a handheld game system developed by Nokia, announced on 4 November 2002 and released on 7 October 2003.[2] It runs the original Series 60 platform on Symbian OS v6.1.

N-Gage attempted to lure gamers away from the Game Boy Advance by including telephone functionality. This was unsuccessful, partly because the buttons, designed for a telephone, were not well-suited for gaming. The original N-Gage was described as resembling a taco, which led to its mocking nickname "taco phone".[4][7][8]

Nokia introduced the N-Gage QD in 2004 as a redesign of the original "Classic" N-Gage, fixing widely criticized issues and design problems. However, the new model was unable to make an impact, and with only 2 million units sold in its two years, the N-Gage and its QD model were a commercial failure, unable to challenge their Nintendo rival.[9]

The N-Gage was discontinued in February 2006, with Nokia moving its gaming capabilities onto selected Series 60 smartphones. This was announced as the N-Gage platform or "N-Gage 2.0" in 2007, carrying on the N-Gage name.[10][11]

Perhaps the most famous of glitches used by speedrunners is the Backwards Long Jump. This glitch belongs to a category of glitches in Super Mario 64 called Hyperspeed Glitches. If Mario long jumps backwards on the right geometry, he will gain incredible speed.

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The Backwards Long-Jump glitch: To do this glitch, you have to ha