Nokia N-Gage

The Nokia N-Gage is a mobile phone and handheld gaming device manufactured by Nokia, released on October 7, 2003. It was Nokia's attempt to combine a mobile phone with a portable gaming console, positioned as a competitor to the Nintendo Game Boy Advance. Nokia spent over $100 million developing it (codename: “Starship”).

The N-Gage runs on Symbian OS 6.1 with Series 60 1st Edition UI framework, powered by an ARM920T CPU at 104 MHz. It features a 2.1-inch TFT LCD (176×208 pixels, 4,096 colors), Bluetooth connectivity, and uses MMC cards as game cartridges.

Two hardware models were produced:

- **N-Gage** (NEM-4, 2003) — original model, infamous for its “sidetalking” phone design (speaker on the side edge), and the need to remove the battery to swap game cartridges
- **N-Gage QD** (RH-29, May 2004) — redesigned model fixing the most criticized flaws: earpiece moved to the face, game slot moved to the bottom for hot-swapping, smaller and lighter form factor. Removed MP3, FM radio, and USB.

The N-Gage was a notorious commercial failure. It was outsold by the Game Boy Advance 100-to-1 in its first weeks, and Nokia sold only one-third of its 6 million unit target. The bizarre “sidetalking” phone design became one of the most prominent tech memes of the era, earning the device the nickname “taco phone”. The system was discontinued on February 24, 2006. Despite its failure, the N-Gage had a library of **58-64 titles** including some genuinely good exclusives.

This system scrapes metadata for the “ngage” group(s) and loads the ngage set from the currently selected theme, if available.

Quick reference

- **Emulator:** EKA2L1
- **Folder:** `/userdata/roms/ngage`
- **Accepted ROM formats:** `.n-gage`, `.sisx`, `.sis`, `.zip`

BIOS

The N-Gage requires a Symbian OS system ROM to be installed through EKA2L1's device installer before games can be launched.

Device	Model code	BIOS file path
N-Gage (original)	NEM-4	`bios/eka2l1/data/roms/NEM-4/SYM.ROM`
N-Gage QD	RH-29	`bios/eka2l1/data/roms/rh-29/SYM.ROM`

The `SYM.ROM` file must be dumped from a physical N-Gage device. The ROM can be extracted using the Symbian Dumper tool from the Rusty Starship project. The ROM must be installed through EKA2L1's device setup before any games will work.

ROMs

Place your N-Gage games in `/userdata/roms/ngage`.

N-Gage games are Symbian application packages (`.sis`, `.sisx`) or game archives (`.n-gage`, `.zip`). Games are installed to the emulated device via EKA2L1.

DRM-protected games may require additional configuration including MMC-ID setup and specific folder structure mounting. Refer to the EKA2L1 N-Gage quickstart guide for details.

Emulators

EKA2L1

EKA2L1 (EPOC Kernel Architecture 2 Level 1) is an open-source Symbian OS and N-Gage emulator written in C++17, licensed under GPL-3.0. It emulates the Symbian EKA1 and EKA2 kernel behavior and reimplements most critical application servers.

EKA2L1 supports:

- **Symbian S60v1** (including N-Gage/N-Gage QD)
- **Symbian S60v2, S60v3, S60v5, S^3** (various Nokia smartphones)
- Almost all official N-Gage and N-Gage 2.0 game libraries

Controls

The original N-Gage has a D-pad and number keypad for gaming input:

N-Gage	Batocera RetroPad
D-pad	D-pad
5 / Select	
7	
Left softkey	[SELECT]
Right softkey	[START]

Notable games

- **Pathway to Glory** (Nokia, 2004) — turn-based wargame
- **The Elder Scrolls Travels: Shadowkey** (Bethesda, 2004) — exclusive Elder Scrolls title, the

only one ever released on N-Gage
- **Tomb Raider** (Eidos, 2003) — faithful port of the PS1 original
- **Tony Hawk's Pro Skater** (Activision, 2003) — impressive 3D portable recreation
- **Ashen** (Nokia, 2004) — notable early FPS
- **Xanadu Next** (Nokia/Nihon Falcom, 2005) — action RPG
- **Call of Duty** (Activision, 2004)
- **Crash Nitro Kart** (Vivendi, 2004)
- **Colin McRae Rally 2005** (Codemasters, 2004)
- **Worms World Party** (THQ, 2005)

See also

- Java 2 MicroEdition (J2ME) — J2ME games also ran on N-Gage devices
- Game Boy Advance — the N-Gage's primary competitor
- PlayStation Portable — next-generation portable that eclipsed both

Troubleshooting

Games won't launch

Make sure the N-Gage system ROM (`SYM.ROM`) is properly installed through EKA2L1's device installer. Without a valid Symbian ROM, no games will work.

DRM-protected games don't work

Some games have DRM that checks for a specific MMC card ID. Refer to the EKA2L1 N-Gage quickstart guide for instructions on configuring MMC-ID and the correct folder structure.

N-Gage games running on wrong device

Some games require the N-Gage QD (RH-29) ROM rather than the original N-Gage (NEM-4) ROM, or vice versa. Try switching the device profile in EKA2L1's settings.

Further troubleshooting

For further troubleshooting, refer to the generic support pages.

From:
https://wiki.batocera.org/ - **Batocera.linux - Wiki**

Permanent link:
https://wiki.batocera.org/systems:ngage

Last update: **2026/03/27 13:18**