

R.I.P. Gizmondo gaming gadget

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Gizmondo Europe, maker of the eponymously named Windows CE-based Gizmondo gaming device, and parent company Tiger Telematics, reportedly have closed up shop. Neither the gizmondo.com nor the tigertelematics.com domain names were responding to ping or http access attempts at publication time.

Several gamer websites, including Gamasutra, Kotaku, and Spong, reported earlier this year that Tiger Telematics appeared to be in the process of filing for bankruptcy protection.

Msmobiles [reported on April 16](#) that the Gizmondo store on Regent Street in London has shut its doors and is "now in process of liquidation," adding that parent company Tiger Telematics has a debt of over \$200 million (USD). The website attributed the Gizmondo device's demise to, among other things, the absence of WiFi and the inability to use its built-in GPRS radio for ordinary phone calls.

[First announced](#) in November of 2003, the heavily-promoted Gizmondo game console was a multifunction entertainment device incorporating GPRS wireless communications, an MPEG4 decoder, a digital camera, and GPS, among other features. It ran Windows CE on a 400 MHz Hitachi ARM9 processor, coupled with an [Nvidia](#) 3-D multimedia graphics accelerator. Key portions of the device's software were [developed under contract](#) by Intrinsic Software, based on Intrinsic's wireless telephony suite.

The unit was [initially released](#) in the UK in October of 2004, roughly a year after its original announcement. The North American release was initially set for [August](#) of last year, but the device didn't reach US store shelves until [October](#), ostensibly owing to delays in a couple of software packages.

The demise of Gizmondo leaves the portable game console market to Sony's PSP and the Nintendo DS.