

# APPS

Top five word games



REVIEWED

Puffin browser  
Make more of the web with Flash

PLUS



Castle Doombad



Shoots & Leaves



LYNE



NHM Alive

HALL OF FAME

Heads up!

Beauty and the Beast

0:45



New to the App Store

# This week's top five Word Games



Word games on the iPhone have moved far beyond simple word searches and crosswords. In this feature, we find five of the very best for you.

Time was word games either involved scribbling in a wordsearch book or arguing with your family about the spelling of a particularly suspicious-looking word in a game of Scrabble (and then watching in horror as the dog ate the Q). But today's iOS devices have propelled the genre far beyond its roots, building on familiar foundations to fashion games that are far more innovative, daring, interesting, and dynamic.

In this feature, we present our five favorites, a selection of classic titles sure to test your vocabulary, ability to think under pressure, and, in one case, how you'd respond to a trapped friend living in a chilling dystopian world of censorship and government surveillance. One thing's for sure: these aren't the same as your parents' word games! >>>

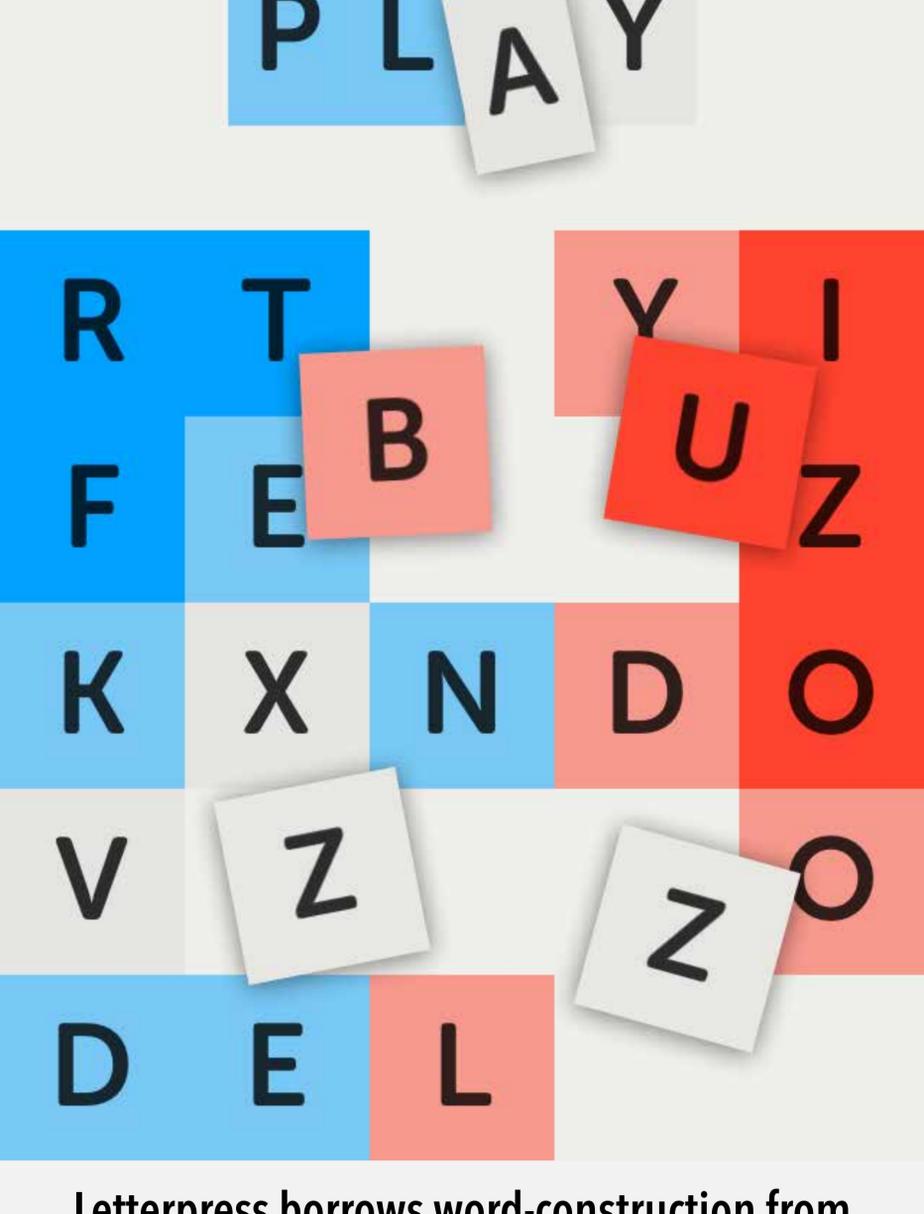


# Letterpress

atebits

Price: **Free** Version: **1.5** Size: **4.2 MB**

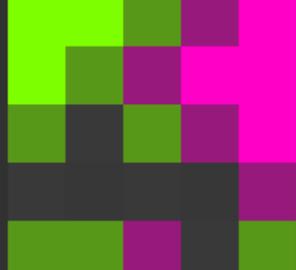
Imagine Boggle crossed with a land-grab game like Risk and you're well on the way to understanding how Letterpress works. You and a friend play online (via Game Center), taking it in turns to select letters on a five-by-five grid. On completing a word, claimed tiles turn your color, and your opponent then attempts to take them back by playing a word of their own.



**Letterpress borrows word-construction from Boggle and land-grabbing from Risk**

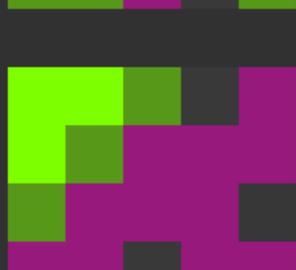
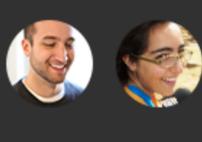
The clever bit is how the game enables you to defend tiles by entirely surrounding them with those you've claimed; these darker tiles cannot be immediately flipped by your opponent. Strategy therefore isn't always about figuring out the longest, cleverest words, but fashioning clusters of territory you can defend and expand as the game progresses. When every tile has been claimed, the game ends and whoever has the most tiles wins.

Boards are largely random, and so some prove relatively easy to delve into, while others lumber you with only one vowel and a bunch of Js. This means there's great variety in the battles, from long and drawn-out campaigns through to speedy tug o' war affairs with the possibility of daring last-second moves to turn a game on its head.



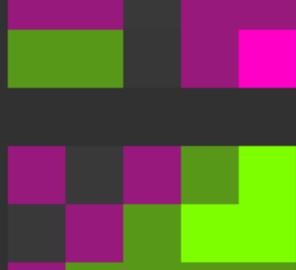
**Your Turn**

atebits



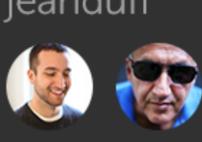
**Your Turn**

lorenb



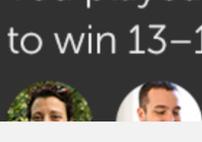
**Waiting For Turn**

jeanduff



**Game Over**

You played SWEET to win 13-12.



**Buy the single IAP (\$1.99/£1.49) and you can play as many games as you like**

For free, you can play two simultaneous games, but we doubt it'll be long before you pay for the single IAP to unlock limitless games, themes, and the 'played words' list. ■



**Great mix of genres**

**Perfect for mobile play**



**No single-player mode**

**Some boards are nightmarish**



**DOWNLOAD**





# SpellTower

Zach Gage

Price: \$1.99/£1.49 Version: 3.1.3 Size: 14.7 MB

SpellTower's a devious game. Its sole initial unlocked mode (Tower) presents you with a grid of letters. You tap out strings to make a word, which is then removed from the screen with a double-tap. Any letters suddenly left hanging are rapidly introduced to the concept of gravity and fall directly downwards. You repeat this until you're done, and higher scores are achieved by making longer words with trickier letters. Simple!



**Tower mode is largely static and a great way to improve your SpellTower technique**

Other modes are then unlocked, at which point SpellTower abruptly shifts from being a fairly Zen game to a brain-busting puzzler that tests your nerve under pressure. Puzzle mode matches Tower mode but a new row of letters appears with every word you make. Ex Puzzle takes things further, adding numbered badges to letters that denote the minimum word length required to make them disappear. And then the uncompromising Rush mode has you work against the clock, frantically searching the board for special tiles that will obliterate a line of letters, all while trying to figure out how you can make a seven-letter word that somehow includes four Vs.



**Against the clock in Rush mode, with 'locked' letters that demand minimum length words**



**Varied modes**

**Looks great**



**Rush mode can frustrate**

**Nothing else – really**



DOWNLOAD





# Blackbar

Mrgan LLC

Price: **\$2.99/£1.99** Version: **1.0.1** Size: **4.4 MB**

**B**lackbar is something of a departure from the other word games in this feature, in that it's more of a story. Your friend has just gone to the big city to find work, and writes to you, but a single word is blacked out. What rapidly unfolds is a scenario of bitter government surveillance and interference, within which the hope of human spirit tries to fight its way through and triumph.

Ooof, Maybe you were right and I was ██████ to take this job, haha. (Just ██████!)

I thought I was plenty prepared for it, but even the first day of training was quite challenging. We must've spent █████ hours in the classroom, and that's just day one. I just have to keep in mind that it pays well.

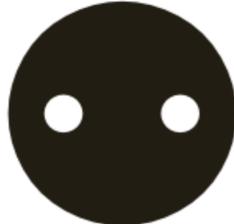
Oh, I should be able to talk to you this weekend if I keep my call with mom short. You know how she is, never stops talking.

Kenty

**Previous**

**Right from the off, there's an ominous feel about Blackbar**

The game's stark visual appearance – black typewriter text against a plain white background – perfectly matches the game's theme, and you're soon engrossed by the messages that come your way, the smart writing, and the puzzles that rapidly increase in complexity. Throughout, lateral thinking is key, with you needing to remember clues you've been given that might not have seemed obvious or important at the time.



TO: VI CHANNI  
FROM: DEPARTMENT OF COMMUNICATION

MS. CHANNI, THE DEPARTMENT OF COMMUNICATION WOULD LIKE TO OFFICIALLY INFORM YOU IT WILL BE OUR PLEASURE TO PERFORM MONITORING AND SANITIZATION SERVICES IN YOUR CHANNEL AS YOU CONTINUE TO EXCHANGE COMMUNICATIONS WITH YOUR FRIEND, MS. KENTERY JO LOAZ. WE'D ALSO LIKE TO TAKE THIS OPPORTUNITY TO REMIND YOU THAT YOU ARE FREE TO PERUSE

**It will be their pleasure to monitor and sanitize communications? (Shudder)**

Given the nature of Blackbar, it offers little replay value once you've battled your way through and experienced its surprises; but this is a novel, tense, clever word game with a genuinely affecting and topical storyline that deserves to be experienced by everyone with an iPhone. ■



**Engaging storyline**  
**Simple and different**



**Little replay value**  
**Quite short**



**DOWNLOAD**





# W.E.L.D.E.R.

Ayopa Games LLC

Price: \$2.99/£1.99 Version: 3.2.2.0 Size: 62.7 MB

Initially, Welder looks like some kind of steampunk crossword puzzle, but it's more a testing strategy game where you must think several moves ahead. This is because for each level you take on, you only get a limited number of letter swaps, which are vital for making words that remove tiles, enabling more to fall into the gaps left behind.



Learning how each tile can benefit you is the key to success

There's something of the kitchen sink about Welder, because right from the start you're presented with plenty of tile types and special moves, and they just keep on coming: reverse swaps; hot tiles you cannot touch; wooden tiles that can be turned into any letter but provide you with no points. At first, the possibilities seem limitless, but things become tense when you've just two swaps left, two words required to complete the level, and a mess of on-screen tiles seemingly offering you no way forward.

## LEVEL 3

DYNAMIC EXTRACTION COMPLETE IN:  
13 LEVELS

30 WORDS TO NEXT LEVEL

### STARTING SWAPS

19 SWAPS

2 REVERSE SWAPS

2 GROUP SWAPS

2 JUMP SWAPS

OKAY

TIPS (TAP FOR MORE)

GET RID OF TOXIC TILES AS SOON AS THEY APPEAR. YOU WON'T SCORE ANY POINTS UNTIL THEY'RE GONE!

As you approach each level, you're awarded with a set number of moves

One snag about Welder is that games tend to take a very long time (although the app's sensible enough to let you resume at your most recently completed level), but it's definitely worth a look. The aesthetic stands out among countless clean and flat alternatives, and the clever game mechanics make it a rewarding title to stick with and master. ■



Nicely industrial feel  
Rewards strategic thinking



Games can bang on a bit  
A touch dependent on luck



DOWNLOAD





# Puzzlejuice

Colaboratory

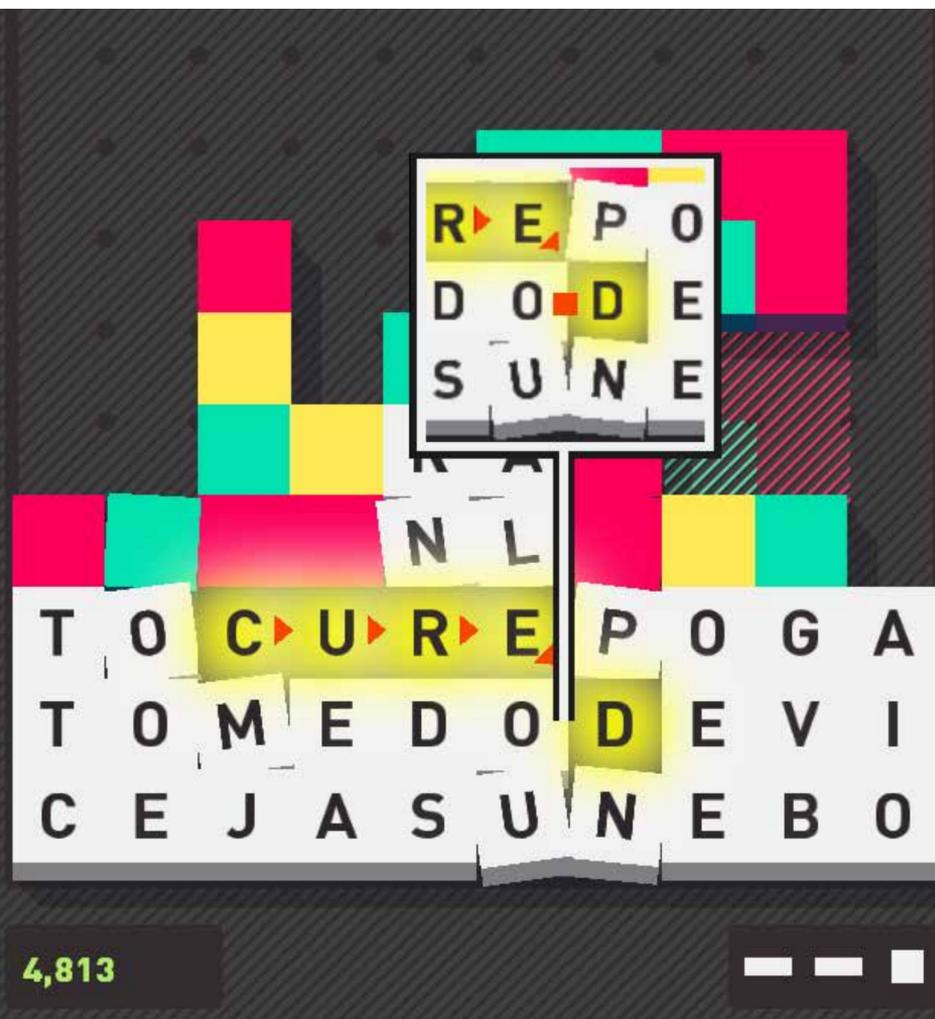
Price: **\$2.99/£1.99** Version: **1.6** Size: **30.4 MB**

**P**uzzlejuice cheerily announces it's a game that will "punch your brain in the face," and it comes across like the unhinged offspring of SpellTower and Tetris. In one sense, it's Tetris, with familiar shapes falling into a well, but when you complete a line, it doesn't vanish. Instead, it transforms into letters, which must be eradicated by you dragging out lengthy words, SpellTower-style.



**Tetris plus color-matching plus SpellTower. Puzzlejuice isn't for the faint-of-heart**

If that wasn't enough, PuzzleJuice isn't done with the brain face-punching. Large clusters of like-colored blocks can be tapped to transform them into letters; a bonus timer constantly counts down, dropping to zero if you spend just a few moments dawdling; and power-ups provide you with more opportunities to score big, mostly by blowing things up.



**As you approach each level, you're awarded with a set number of moves**

This isn't a game for anyone who fancies an app to relax with. It's relentlessly demanding, akin to juggling several games at once, and that's just the easy mode. Head for Euro Extreme mode, and you must fashion words of five or more letters; Impossible mode leaves 'null blocks' if you have the audacity to drag out mere three-letter words; and the Zen mode is anything but, instead being a frantic time-attack nightmare. But if you've the stones for it, Puzzlejuice balances its brutal nature by also being exhilarating, funny, and frequently brilliant. ■



**Cleverly designed mash-up**

**Quirky sense of humor**



**Letter selection can be fiddly**

**Can be overwhelming**



**DOWNLOAD**



# The best of the rest

Even more word games



\$7.99  
£5.49

**Scrabble** Electronic Arts  
Better than its pretenders, and offers online turn-based sync. Wait for an EA sale to buy it, though.



\$1.99  
£1.49

**Jumblin 2** Brainium Studios  
Colorful anagrams game with several modes, including timed/untimed and tower building.



FREE  
(IAP)

**Letris 3** Ivanovich Games  
Block-falling game where you fashion words from non-contiguous tiles. Lots of variation boosts the longevity.



FREE  
(IAP)

**Clever Clues** Andrew Tetlaw  
Harking back to crosswords, Clever Clues has you solve cryptic riddles and pick the relevant letters from a grid.



\$1.99  
£1.49

**Alpha 9** Simon Paradis Tremblay  
Letters fall into the grid, which you can only move vertically, to make horizontal words. Addictive and very tough.



FREE  
(IAP)

**QatQi** ZWorkbench, Inc.  
Scrabble meets Rogue as you explore dungeons by making crosswords with a small selection of letters, in new puzzles that are generated daily.



\$1.99  
£1.49

**Wooords** Stray Robot Games  
Fast-paced anagram game, using beautifully tactile and colorful letters akin to those magnetic letters you often find attached to the front of a fridge.





# Puffin Web Browser

CloudMosa, inc.

## PRICE

\$2.99

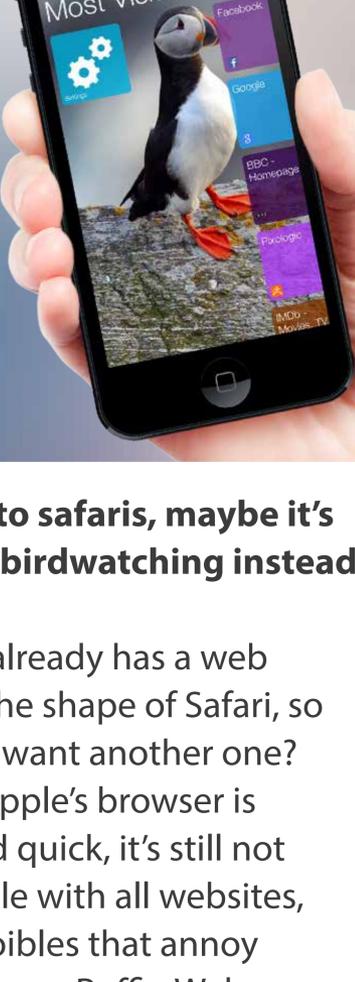
£1.99

## SIZE

12.6 MB

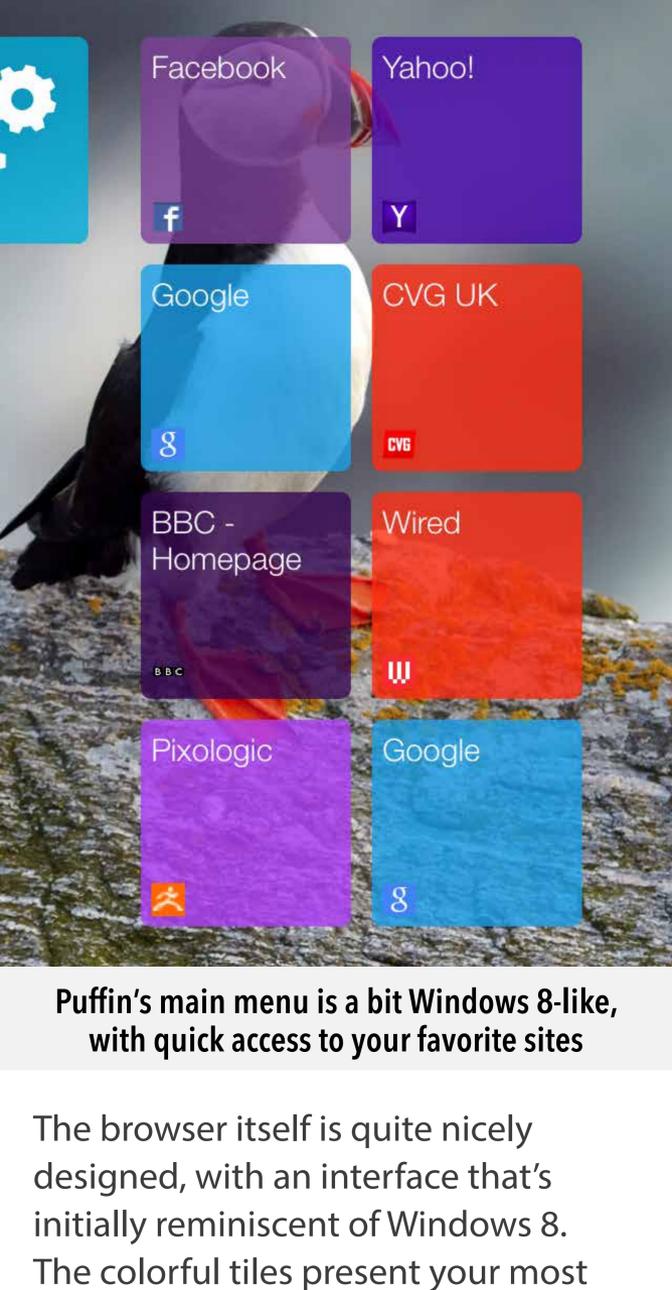
## VERSION

3.5



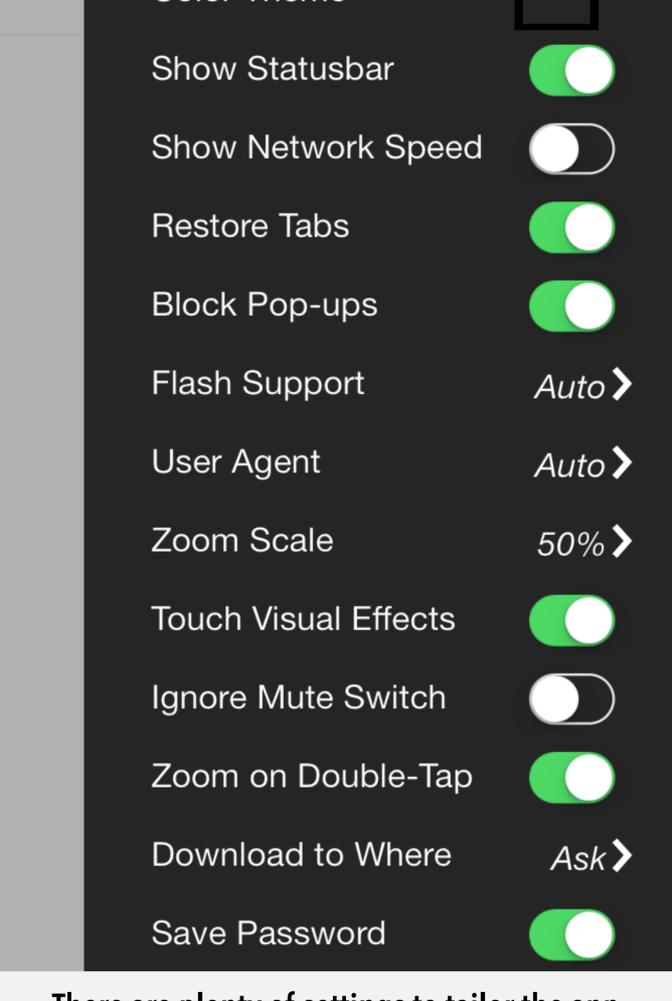
## If you're not into safaris, maybe it's time you went birdwatching instead

Your iPhone already has a web browser in the shape of Safari, so why would you want another one? Well, much as Apple's browser is streamlined and quick, it's still not 100% compatible with all websites, and has a few foibles that annoy hardcore web users. Puffin Web Browser hopes to replace Safari on your home screen by purporting to be faster, more feature-rich, and providing support for Adobe Flash and cloud-to-cloud downloads, alleviating the load on your data plan.



**Puffin's main menu is a bit Windows 8-like, with quick access to your favorite sites**

The browser itself is quite nicely designed, with an interface that's initially reminiscent of Windows 8. The colorful tiles present your most often visited sites, plus a scrolling list of bookmarks. To search for a keyword or URL you simply tap the top of the screen, and a search field appears, offering suggestions as you type. If you swipe to either side you bring up a menu of options, which let you manage your settings, add bookmarks, bring up the help docs, and so on.



**There are plenty of settings to tailor the app to suit your browsing tastes**

The app is initially set up to load full websites, rather than those optimized for mobile, meaning that sites are really wide with illegibly small text. You just need to change the 'User Agent' setting to alter this, but it's weird that it's not set as the default.

## The speed of flight

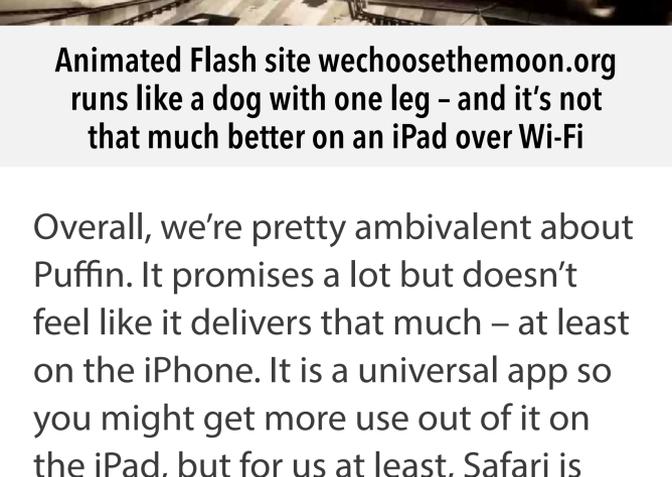
In general use over 3G on an iPhone 5s, we found the browser quite responsive, but in no way did it feel best-in-breed or substantially faster than Safari. Some websites loaded quite swiftly, while others loaded in the framework, but were then slow to fill in the various images. Also, its interface doesn't feel as slick or as accessible as Safari's.



**There's a lot of Flash-based fun out there, which Safari users can't join in with**

Flash support allows you to interact with sites, stream video and play games. And as Flash is largely mouse-based, the app cleverly provides a trackpad overlay with mouse cursor and support for double-tap. A joystick overlay is also available for games that use the keyboard arrow keys.

However, we had really mixed fortunes with Puffin's Flash support. Simple Flash games and video streams worked well enough, although video can be unresponsive when trying to fast forward or rewind. Flash-heavy sites and complex games were stuttery and pretty much unusable, though, and most of the dedicated Flash games we tried were unplayably slow or wouldn't run at all. It's possible some of our issues might be resolved with 4G, but we still experienced slow-down on an iPad over Wi-Fi.



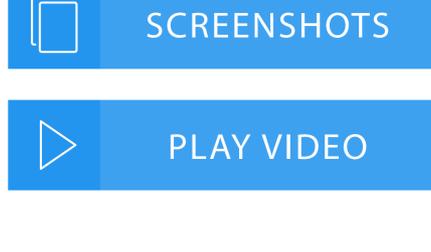
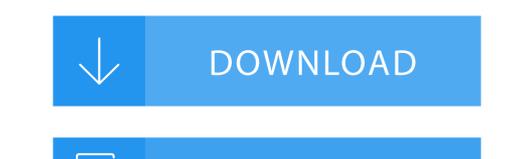
**Animated Flash site wechoosethemoon.org runs like a dog with one leg - and it's not that much better on an iPad over Wi-Fi**

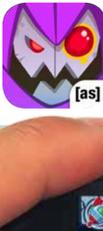
Overall, we're pretty ambivalent about Puffin. It promises a lot but doesn't feel like it delivers that much – at least on the iPhone. It is a universal app so you might get more use out of it on the iPad, but for us at least, Safari is still our go-to browser. ■

### VERDICT

## FLASH IN THE PAN

**"Power users may find Puffin Web Browser has some useful functions, but the Adobe Flash support isn't as good as we had hoped"**





# Castle Doombad

Adult Swim



PRICE \$2.99 / £1.99    VERSION 1.01

SIZE 93.3 MB

## Lord Evilstein learns that kidnapping a princess is never a smart idea

A man's home is his castle, but he's really only got himself to blame if a kidnapped princess held hostage within results in countless attacks from knights, ninjas, and superheroes. This is the predicament Dr Lord Evilstein finds himself in over 45 levels in this side-on tower-defense title.

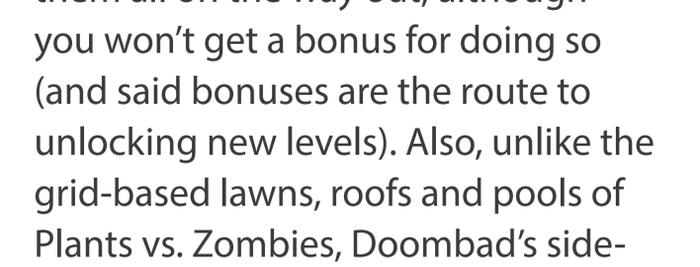


Evilstein's minions roam, ready to take on sword-wielding knights and ceiling ninjas

The formula echoes Plants vs. Zombies, in that there's something to be defended at all costs (the princess), places to set replaceable traps, a currency with which to buy the traps (in this case, screams), and waves of foes attempting to reach their prize, while avoiding or demolishing your defenses along the way.

## Dr. Doom, I presume

However Doombad diverges from the more famous title in a few obvious ways. First, the princess getting captured doesn't necessarily mean 'game over' – the gallant heroes still have to get her out of the castle. So you can complete a level by offing them all on the way out, although you won't get a bonus for doing so (and said bonuses are the route to unlocking new levels). Also, unlike the grid-based lawns, roofs and pools of Plants vs. Zombies, Doombad's side-on perspective provides scope for more complex level layouts.



If it all gets a bit much, use one of the special powers to obliterate your foes

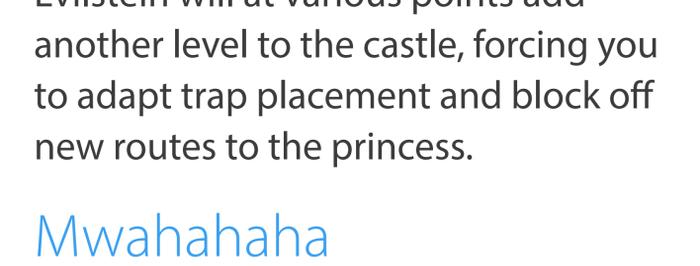
At first, the castles are simple, but they eventually turn into sprawling buildings, with floors full of holes, doorways which invaders can disappear into and reappear from, and with many places that can be used as points of entry, mostly via the power of cunningly placed ladders.

With the wealth of traps on offer, it soon becomes necessary to learn each level's waves, and figure out how best to repel those particular sets of enemies; adding to your troubles, Evilstein will at various points add another level to the castle, forcing you to adapt trap placement and block off new routes to the princess.

## Mwahahaha

For the most part, this is an engaging, entertaining title, with a well-conceived difficulty curve. There's little variety in the environments, but new foes pop up every few levels, including giant commandos and superheroes that require some serious firepower to defeat. Inevitably, most levels end up in a frantic final-wave free-for-all, but it's rare you're defeated and can't see a way through – at least if you're shrewd with the in-game currency and carefully upgrade a set of traps to master and learn to use together.

One handy combination we found was enemy-slowing air conditioners placed on a space with a spike trap below and acid dripping from above. However, the game rewards experimentation, enabling you to find your own methods to be very evil indeed.



Upgrades are handled well, with fairly generous in-app currency. We never felt the need to use IAP

The one thing that serves to scupper Doombad slightly isn't the IAP (which we found unnecessary and never used) nor the fairly linear level unlock (which never blocked us for long), but its fiddly nature on the iPhone. With the bigger castles, scrolling around can be a nightmare, and it's all too easy to accidentally drop a trap or one of the roaming minions you can buy in the wrong place, or to drag up Control Center at precisely the wrong moment.

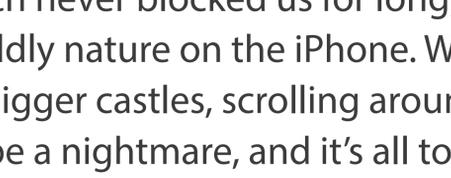
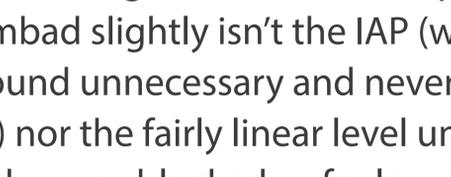
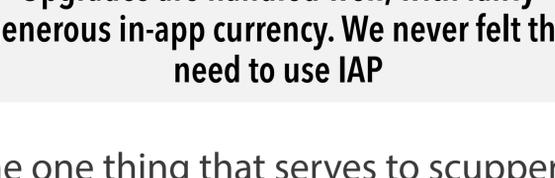
Evilstein's cartoon overlays when you do something wrong also grate, covering up portions of the screen at inopportune moments – and they cannot be disabled.

Still, if you're looking for something to scratch your Plants vs. Zombies itch (and, let's face it, EA's grindy, IAP-happy sequel didn't), Castle Doombad comes recommended. ■

## VERDICT

# CASTLE DONEGOOD

"The interface is a little fiddly, but this is one of the best tower defense games – it's fun, smartly designed, and offers lots of replay value"





# Shoots & Leaves

Smart Goat

## PRICE

\$2.99

£1.99

## SIZE

4.4 MB

## VERSION

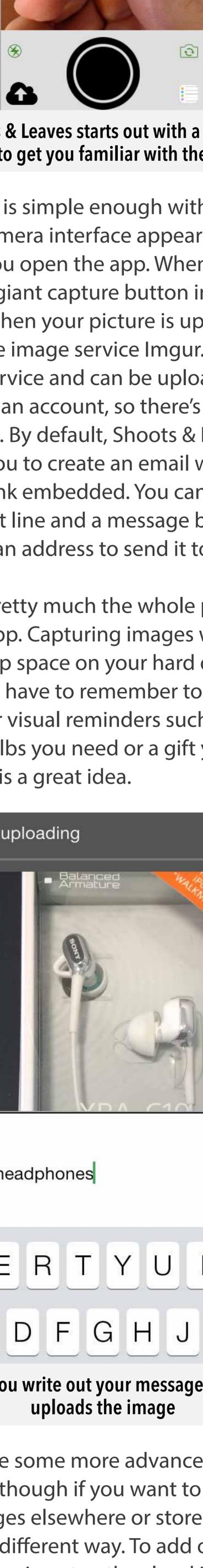
1.0.1



## Save precious storage and upload photos directly to the web instead

With so many moments that we want to capture as a picture it can often be a case of deleting other items to make enough space on your iPhone to keep them all. If you only have a 16GB iPhone then the problem is even worse. Shoots & Leaves wants to alleviate some of this pain by automatically uploading any image you take with it to the web and creating a link you can send on for easy access.

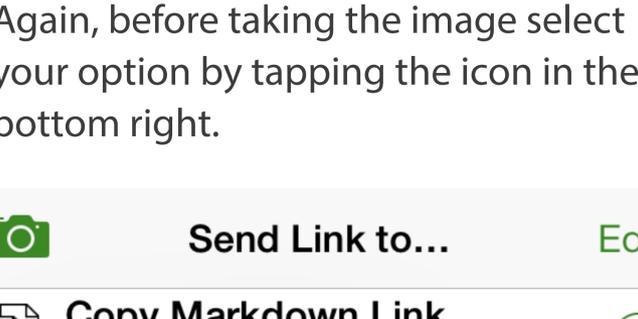
Welcome! Shoots & Leaves launches in the camera view, so it's always ready to go. Each photo you take is uploaded to an image hosting service. A link to your photo is then sent to your selected action.



## Shoots & Leaves starts out with a simple tutorial to get you familiar with the options

The app is simple enough with the basic camera interface appearing when you open the app. When you tap the giant capture button in the middle then your picture is uploaded to online image service Imgur. This is a free service and can be uploaded to without an account, so there's no need to log in. By default, Shoots & Leaves wants you to create an email with the Imgur link embedded. You can enter a subject line and a message before adding an address to send it to.

That's pretty much the whole point of the app. Capturing images without taking up space on your hard drive that you have to remember to delete later. For visual reminders such as what bulbs you need or a gift you'd like this is a great idea.



## While you write out your message the app uploads the image

There are some more advanced options though if you want to store the images elsewhere or store the link in a different way. To add other online services, tap the cloud icon and choose from CloudApp or Dropbox and log in if you have an account. Once you've logged in tap the corresponding option from the menu before taking your picture.

To change what you do with your link, tap the email icon in the bottom right. Currently the options allow you to copy a Markdown link, send in a message, add as a reminder, or take you straight to the link in Safari. Again, before taking the image select your option by tapping the icon in the bottom right.

## There's several options for what you want to do with the link

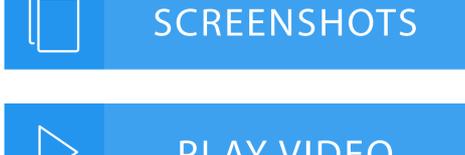
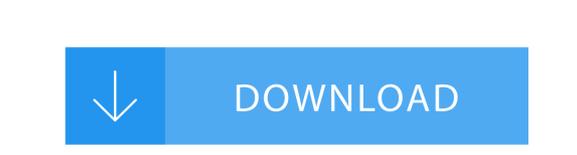
Overall the app is very basic looking and not too much effort has gone into the interface. The camera itself even lacks the ability to focus it's so basic! While it doesn't take away from the basic functionality it would be good to see a bit more effort put in for any future updates.

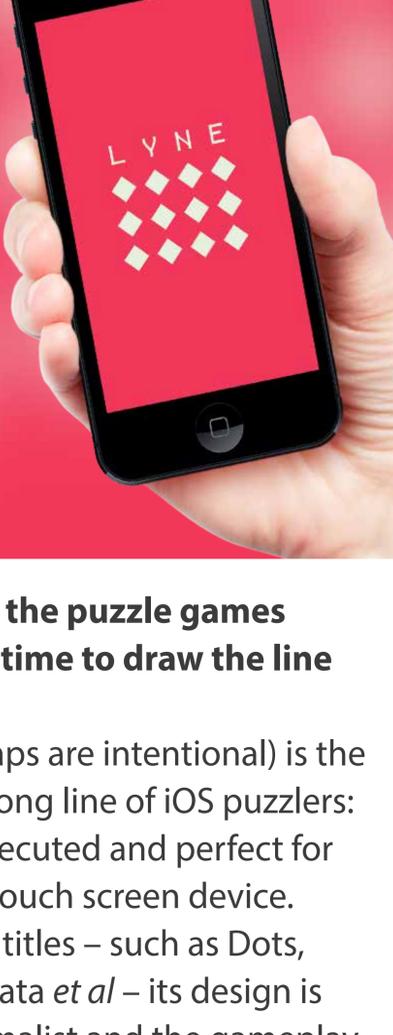
While the app doesn't do much, it does it extremely well and with space always at a premium it's handy to have Shoots & Leaves around. ■

VERDICT

## SHOOTS & SCORES

"Take photos without using up precious room on your device with this simple and easy-to-use app"





**PRICE**

\$2.99

£1.99

**SIZE**

15.8 MB

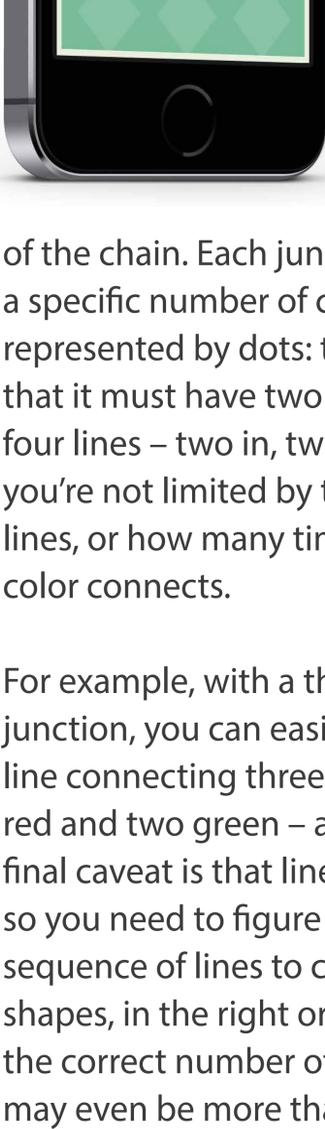
**VERSION**

1.0.2

## Enough with the puzzle games already – it's time to draw the line

LYNE (the caps are intentional) is the latest in a long line of iOS puzzlers: beautifully executed and perfect for playing on a touch screen device. As with other titles – such as Dots, Hundreds, Strata *et al* – its design is suitably minimalist and the gameplay almost insultingly simple.

Each puzzle presents a number of shapes of the same color: red squares, green triangles and blue diamonds, which you connect by dragging lines between them. You can only connect shapes of the same color, and those with the



white centers

have to be the

ends of the

chain (though

it doesn't

matter where

you start).

**LYNE is basically a colorful version of join-the-dots - with a few twists**

After a few

simple levels,

you're then

introduced

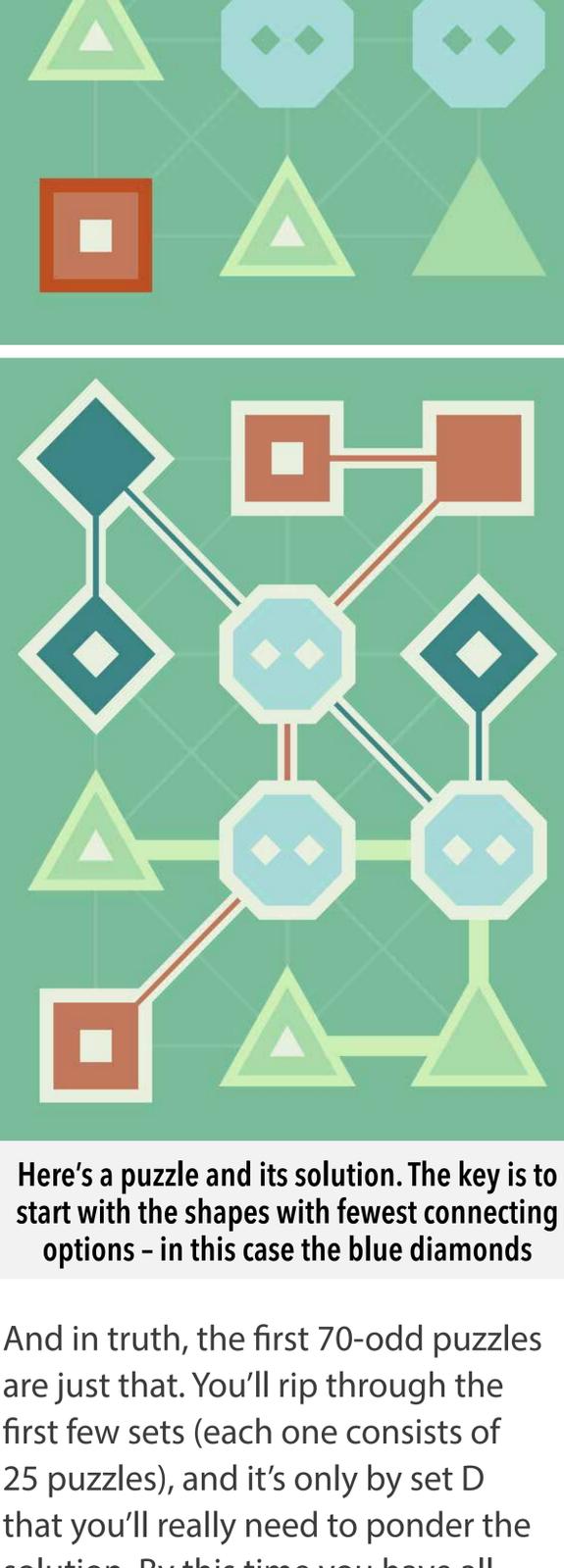
to junctions

which must

form part

of the chain. Each junction requires a specific number of connections, represented by dots: two dots means that it must have two connections, or four lines – two in, two out. However, you're not limited by the color of the lines, or how many times a certain color connects.

For example, with a three-dot junction, you can easily have the red line connecting three times, or one red and two green – and so on. The final caveat is that lines cannot cross, so you need to figure out the right sequence of lines to connect all the shapes, in the right order, and filling the correct number of junctions. There may even be more than one solution to the puzzle. Simple.



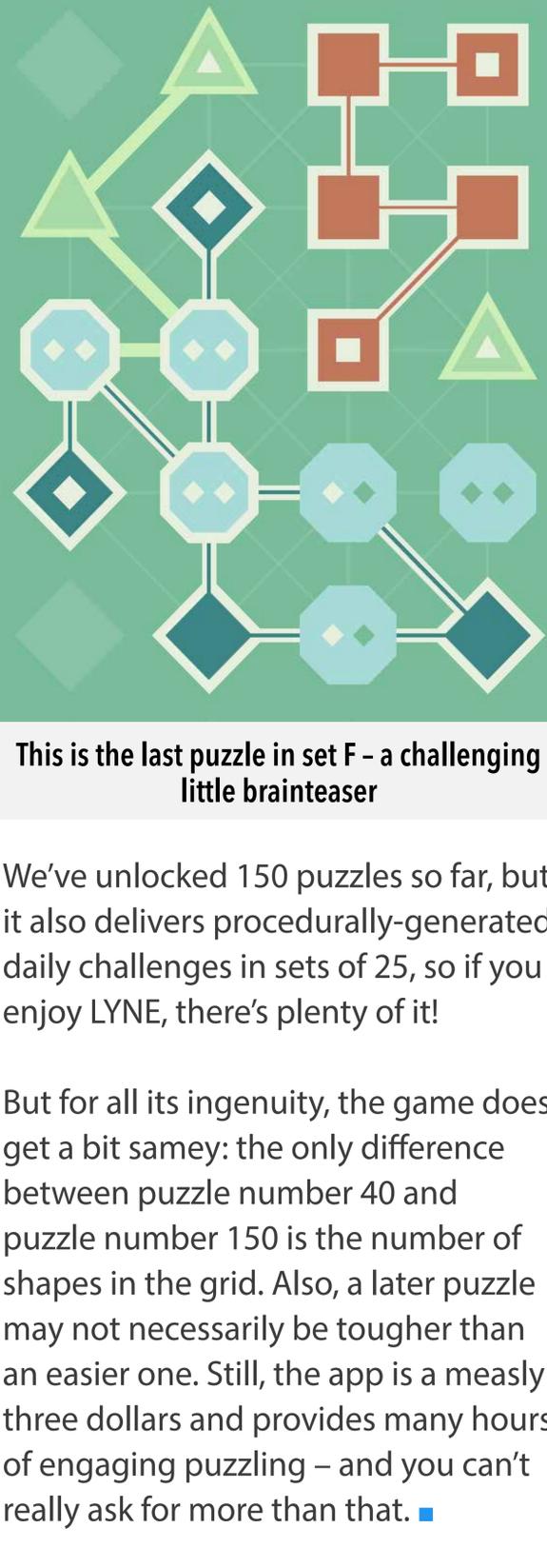
**Here's a puzzle and its solution. The key is to start with the shapes with fewest connecting options - in this case the blue diamonds**

And in truth, the first 70-odd puzzles are just that. You'll rip through the first few sets (each one consists of 25 puzzles), and it's only by set D that you'll really need to ponder the solution. By this time you have all three colors with 12 shapes (including junctions); set E has around 15, set F has 16-18, with occasional gaps in the grid that you have to work around.

### Musical squares

Each time you connect a shape it spins and emits an echoing electronic tone, creating lilting musical phrases as you play. It's a nice touch and generates an ambient, Zen-like atmosphere.

As with the other puzzles mentioned above, LYNE is really neatly done and quite captivating. How long it'll keep your attention depends on how well you 'get' the mechanism and whether you find the later levels challenging or just frustrating. Commendably, there are no tips to be earned or in-app purchases for solutions. This might limit some player's progress, but we've yet to find a level we can't complete.



**This is the last puzzle in set F - a challenging little brainteaser**

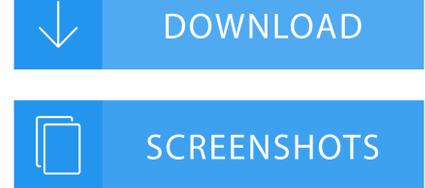
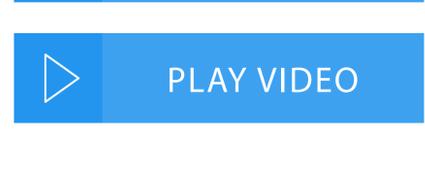
We've unlocked 150 puzzles so far, but it also delivers procedurally-generated daily challenges in sets of 25, so if you enjoy LYNE, there's plenty of it!

But for all its ingenuity, the game does get a bit samey: the only difference between puzzle number 40 and puzzle number 150 is the number of shapes in the grid. Also, a later puzzle may not necessarily be tougher than an easier one. Still, the app is a measly three dollars and provides many hours of engaging puzzling – and you can't really ask for more than that. ■

### VERDICT

## HOLD THE LINE

**"A clever puzzler with a pleasing aesthetic and friendly difficulty curve. Just don't expect tons of variety"**





# NHM Alive

Colossus Productions



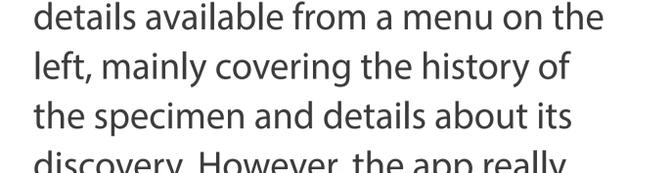
**PRICE \$4.99 / £2.99    VERSION 1.0.1**

**SIZE 961 MB**

## Prepare to spend a night in the museum – just not with Ben Stiller

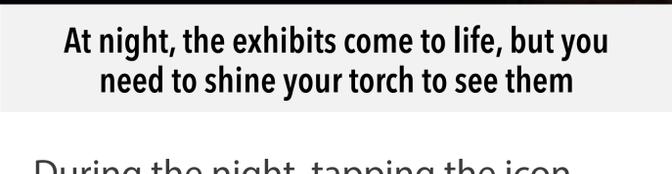
Obviously inspired by the comedy movie 'Night at the Museum', the latest Sky TV program has Sir David Attenborough wandering the dimly-lit halls of London's Natural History Museum after the doors have shut and the crowds disappeared. He then explores some of the world's most fascinating extinct creatures, which are brought back to life in stunning CG (and 3D if you have a compatible television set).

This companion app captures a little of the 90-minute documentary, and provides the viewer a few more details about ten of the creatures featured in the show. Our journey begins in the central hall, which hosts Dippy – a 26-meter-long replica of a diplodocus skeleton. Here you can access information about the original exhibit, see its position on a timeline, and bring up a 3D map of the museum with the other creatures featured in the app. There's also a QuicktimeVR panorama of Dippy in the hall.



### Dippy the diplodocus is your starting point in the museum's central hall

Swiping left or right takes you to the other exhibits in turn, with the same details available from a menu on the left, mainly covering the history of the specimen and details about its discovery. However, the app really comes to life when you pull down to turn the lights off. By tap-dragging on the screen, you shine a virtual torchlight on each creature, which also triggers a voiceover by Sir David, describing some of the animal's more salient details.



### At night, the exhibits come to life, but you need to shine your torch to see them

During the night, tapping the icon top left brings up a different set of options. Now you can read more about the creatures themselves, visit the security offices (providing quick access to each exhibit), and view the multimedia gallery. Here you'll find stills from the show, interactive animations of the CG creatures, plus 'making of' videos.



### There's a host of images, animations and movie clips in the Media Library

Finally, there are some hidden video clips which you can unlock by physically visiting the museum. Each of the listed exhibits has a special code consisting of the three icons; enter them into the app to unlock the clips. This is a cute feature and great if you're planning a trip with the kids, but we hope someone posts them online so people living outside of London get the full benefit from the app!



### The app features CG animations that move as you drag your finger across the screen

NHM Alive is beautifully produced, if at first a little confusing to navigate. The 'coming alive at night' angle is really well done – even though the torchlight doesn't always elicit a great view of the animal in question. Also, some might bemoan a lack of content, but the ten creatures featured do represent the bulk of the TV program. We prefer to think of it as a case of quality over quantity; sure, there might have been a few more animations, or longer narration, but the app is already bordering on a gigabyte in size.



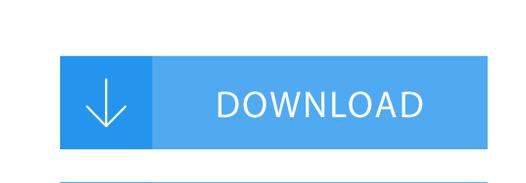
### Sir David Attenborough meets all kinds of creatures during his night in the museum

NHM Alive is entertaining if a little short-lived, but it's fun for natural history fans of all ages, and kids especially will get a kick out of seeing the exhibits come to life! ■

VERDICT

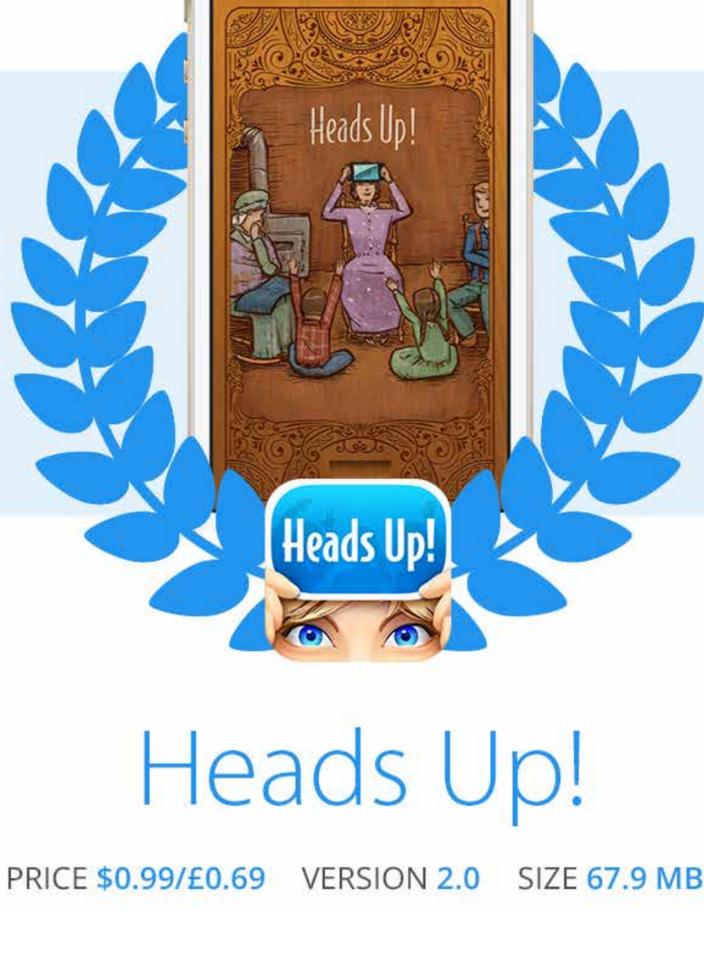
# SHINE A LIGHT

**"One could argue for a bit more content, but NHM Alive is impressive in its scope and of a very high quality"**



THIS WEEK'S  
**HALL OF FAME**

OUR FAVORITE APPS OF ALL TIME



# Heads Up!

PRICE **\$0.99/£0.69** VERSION **2.0** SIZE **67.9 MB**

**A fun party game for all the family with a modern twist**

Developed in association with TV host Ellen DeGeneres, Heads Up! sees you pick a category and hold the phone up to your forehead with the screen pointing out. On the screen will be a word or title associated with the topic and your friends have to try and describe it to you without using the word itself. If you guess correctly, then you tip the phone forward, or if you have no idea then you tip it upwards to pass. The aim is to try and guess as many as possible in 60 seconds. Once the minute is up you can look back over your correct answers and those you passed.

## Beauty and the Beast

0:45

**Your friends must try and describe what's on screen without saying the words**

For extra laughs, the app has also been recording your friends using the front camera and you can play back a video of their exasperated faces as you fail to guess yet again. If you chose the 'Act it out' topic then this is even funnier as it requires your friends to mime out the words. There's also the 'Hey Mr. DJ' deck that requires the answers to be hummed, which also makes for some funny replays.

The app comes with seven decks of categories, such as 'Animals gone wild' and 'Blockbuster movies', while more can be purchased with each costing an extra \$0.99/£069. There are currently another 17 decks to choose from, with more being added all the time, so you should never get bored of the options.

While you may just be playing for fun, you may also want to keep track of individual or team scores. Unfortunately this is one feature lacking in the app and you'll have to revert to old fashioned pen and paper. Hopefully this functionality can be added in a future update.

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PULL DOWN TO PICK ANOTHER DECK

# WORDS SCORED

7

**Ghost Rider**  
**Chicago**  
**Stuart Little**  
**Reality Bites**  
**Madagascar**  
**Beauty and the Beast**  
**The Graduate**  
**Lassie**

• Watch Video •

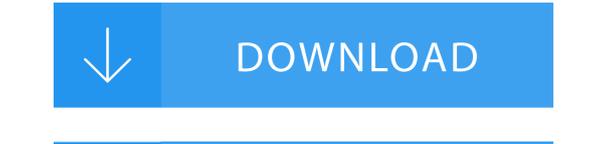
The results screen shows what you guessed and what you passed

If you're hosting a gathering of family or friends then Heads Up! is the ideal game to get the party started and it's all playable from your iPhone. ■

VERDICT

## AHEAD OF THE GAME

"Heads Up! will liven up any gathering with its mix of word-guessing fun and silly actions"



# New to the App Store

More of the latest apps



FREE

**Mega Jump 2** Get Set Games  
Jump higher and higher in this sequel to the original hit game



\$0.99  
£0.69

**Alertic** TAXIII  
A smart weather app that alerts you about upcoming weather changes including rain



\$1.99  
£1.49

**Shadow Blade**  
Crescent Moon Games  
Fast-paced platformer that lets you play as a ninja over 40 levels



\$0.99  
£0.69

**Horizon** Evil Window Dog  
Record horizontal videos however you're holding the iPhone



\$0.99  
£0.69

**simian.interface** Chillingo  
Solve abstract spatial puzzles set for simian participants



\$3.99  
£2.49

**Command-C** Danilo Torrasi  
Quickly copy and paste between your iOS device and Mac in the background



\$0.99  
£0.69

**Lost Yeti** Gionathan Pesaresi  
Help the Yeti escape each level by sliding ice cubes around

