

Freshly Squeezed Game Review

Huggable Bears Turn to Battle in this Game

By Frank Petrie

Product:

Battle Bears

Author: SkyVu

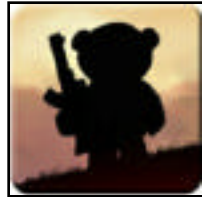
Pictures, Inc.

Requirements:

iPhone, iPod Touch

Price: \$0.99

Test Rig: iPhone 3Gs/16GB



deals with a forthcoming animation project serves two functions. First, word of mouth of the project. And second, you're footing the bill for the venture when you purchase the iApp.

That said, while the idea is god for a laugh, it didn't hold my attention enough to keep me coming back. As a first person shooter, it most definitely entry level.

Now maybe this is your cup of tea. So, may want to give ti try.

RATING : 8 of 10

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When I was first approached by SkyVu Pictures, Inc. and asked if I would be interested in reviewing the game. How could I refuse with such a concept?

"Oliver, the star of the game and upcoming film, is stuck behind enemy lines and has to survive unending waves of pink adorable Pink Bears wishing to HUG HIM TO DEATH! Armed with his trusted rifle and a whole lot of attitude, Oliver blasts away armies of cute huggable bears and earns powerful weapons along the way."

Blow the heads off of teddy bears!?! Count me in!

THE JUICE

You are stranded, due to a breakdown of your carriage, behind enemy lines. Here are you are attacked by never-ending waves of teddy bears, whose goal is to dismantle your bunker and hug you to death.

As you successfully graduate to each consecutive level, you are rewarded with extra weapons added your arsenal. And, of course the waves of bears increase in number.

THE PULP

The graphics are OK, nothing spectacular. And the action always takes place in the same location, so my interest grew thin rather quickly. But the game did performed as advertised and displayed no hiccups.

THE RIND

Funny as a concept, I didn't find it compelling as a game.

SUMMARY

First, I have congratulate SkyVu on their business model. Selling an app the

