

Freshly Squeezed Reviews:

Up up, Up up on the iPhone and iPod Touch

Product: Skyscrapers

Author: Skyworks Interactive, Inc.

www.skyworks.com/

Requirements: iPhone, iPod Touch

Price: \$1.99

Test Rig: iPhone 3Gs/16GB

Again, I'm writing a review of a Skyworks game. But this time it's not an arcade game. It's not a sports game, either.

"Build Skyscrapers from the bottom up by aligning the building's floors as they slide in. The higher up you go, the faster the new floors come in. Bonuses are awarded for accuracy and speed. Buildings may start small but quickly become soaring majestic Skyscrapers. Completed buildings get added to your 'Cityscape View' as you try to complete the dramatic Skyline."

This is one of those games that taxes your reflexes. But is it worth it?

THE JUICE

When you launch the game, you are presented with three choices - "Career," "Quickplay" and "View My Cityscape." As you go further into the completion of your skyscraper, the pieces arrive faster and faster, with no pause for a breather. Once you've completed your buildings, they're added to your cityscape and it's onto the next building.

With "Career" and "Quickplay" you also have the option of either keeping your scores on your device or submitting them to the Global Scoreboard and seeing how you stack up against other players on the web.

THE PULP

When I first looked at this game I was sure that I was going to lose interest within half a dozen plays and remove it from my iPhone's game desktop. But once again, Skyworks sank their claws deep into me. I wanted to say, "Just one more game," but then twenty minutes would fleet by.

The graphics are very clean, one of Skywork's hallmarks. Plus the game performs without a hiccup, another of their hallmarks.

And as usual, Skyworks has the uncanny knack of creating games that are hypnotic. I don't mean

games that you become obsessed with overpowering. I'm speaking of games that possess you, games that you just can't put down. Why? I don't really know. But I think that it's because that you're never trying to beat the game, but best yourself.

THE RIND

As usual, nada.

SUMMARY

Skyworks has a formula. What it is I'm not sure but they know exactly what buttons to push (no pun intended) to mesmerize you. I never was a gamer but I have found that Skyworks and my iPhone have converted me.

Waiting for a tire or oil change is now a welcome break in my day.

RATING : 10 of 10

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