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Fu. What a year. Whether you're an old hand in this mobile lark game or new to the thrills and spills that will be available on your phone, 2006 was a great vintage. From action-adventure to puzzles and racers, almost every genre had one or two outstanding titles to download. With that in mind, we rounded up the first Pocket Gamer Festive Fifty - the 50 best mobile games we reviewed this year. Read on to see what we have chosen, and resist if you may be tempted to skip right through to find out who... Oh, you already have. Tsk! 50 Siege (TH' Wireless) Neat is an old-school casual game that sees you protect the castle from a horde of new robbers using only a bow and arrow. As enemies stream to your lair, you have to nail your shots to catch them in the middle of the wade. Deceptively simple entertainment. Read our review of 49 Luxor (Real) Egyptian puzzle themes, which involves shooting colored balls on chains of other colored balls to make them disappear and (if possible) set off chain reactions. An immaculate presentation and an understated soundtrack add up to one of the slow burners of the world of mobile puzzles. Read our review of 48 Twin Kingdom Valley (Silicon Magic) Legendary Text Adventure gets a mobile makeover. Yes, you've heard right: it's an old skool 'GO NORTH, HIT ELF, EAT JUG' adventure game, complete with predictive text messages for easy input and all the original locations and characters, and new content too. Magical. Read our review of 47 Michael Vaughan Cricket 06/07 (Player One) So much for the Ashes back then. Fortunately, this excellent sporty sim gives you the opportunity to give Australians a virtual belt by taking in short matches and even a full one-day international. Batting and bowling are easy to understand, but hard to master, and the extra Challenge modes provide depth. Read our review of 46 Muppets Dance Party (Disney Mobile) Frantic Puzzle is a feast for eyes and ears, showing how it makes all your favorite muppets. Yes, including Statler and Waldorf. Matching the colors of the frenetic soundtrack, taking in the obligatory doll banter is fun, and too early. Read our review of 45 Ancient Empire II (Glu) Smart Game, which takes Advance Wars and transposes it in a fantasy setting, with the action of pitting archers, braids and skeletons against, well, evil archers, mowed and skeletons. Excellent learning curve, and a tough long-term task to complete. Read our review of 44 Call of Duty 2 (Hands-On Mobile) Cerebral Military Sim, which puts you in the shoes of Russian snipers, British marines and more. Using overhead vision, it provides a variety of missions and numerous challenges to work your way through by choosing a weapon according to each task. Read our review 43 Ronnie O'Sullivan Snooker (Player One) He's a livewire on the table, and the rocket isn't half bad as game either. This 3D title offers the most realistic physics yet, with well-designed control-making pouring piece... Well, you you Picture. Plus it puts a worthy task in solo mode, which is refreshing. Read our review of 42 Darkest Fear 3: Nightmare (Rovio) Mobile Resident Evil didn't quite cut the mustard this year, but DF3 was more than an adequate substitute in survival horror rates. Stroll around the formidable top-down puzzle solving levels, and play as two characters - one who hates the dark and the other who can't get out of the shadows. Creepy. Read our review of 41 Pro Golf 2007 Feat. Vijay Singh (Gameloft) Tiger Who? This year, Vijay Singh ruled the roost when it came to mobile golf, with this absorbing simulation that included a challenging career regimen, and proper strokes and slopes. Meanwhile, the game tracks all your vital statistics so you can boast of your virtual trophies. Read our review of 40 Company Heroes (TH' Wireless) Another World War II game, and this one has gritty action in spades. Control the troops by simply clicking on them and telling them where to go (straight into enemy shelling, usually), while occupying buildings, laying ambushes and calling for airstrikes. The fun part is you're going to be fishing the trench all year. Especially since Glastonbury didn't happen. Read our review of 39 3D Bomberman (Living Mobile) All the fun of the classic 'Em Up bang, but with swizzly new 3D graphics take into account more powerful mobile phones. The game has been updated too, with you facing monsters in different arenas, not just three other Bomberman. Great casual entertainment. Read our review of 38 Garfield 2: The Royal Adventure (Nostromo) Who Said a Thai Movie Should Be Rubbish? Garfield 2 surprised us with its structured adventure sensations, with a number of mini-quests to complete and relatively strategic combat sequences. It is also well designed for mobile phone, unlike many adventure games. Read our review of 37 Platinum Sudoku (Gameloft) The best of the 873 Sudoku games that hit mobile this year and last. Platinum Sudoku gets our vote for its polished presentation, slick controls and 640,000 (count them!) grids available through four levels of difficulty. This should be more than enough to keep any docu heads happy. Read our review of 36 Playman Beach Volley 3D (Real) From Puzzles to Piledrivers... We would rather jump on the sun-kissed beach in real life, but if we had to do it in the game, it would be this. Available controls make this beach volleyball game a two-by-two match-winner, even if there is a lack of sporting Brazilian women in bikinis. Read our review of 35 The Sims 2: Mobile Edition (EA Mobile) It was a understandably cut-out version of the famous PC and console sim, but The Sims 2 has retained its character for a mobile version that sees you pimping out of your playground, finding work and chatting with other Sims to find love and happiness. Read it review 34 Freddie Flintoff All Round Cricket (Player One) Second Cricket Title in our Festive Fifty, with more emphasis on slogging sixes and skittling stumps than than Strategy. Take on individual opponents around the world, hitting past elephants and other landscapes for bonus runs as you go. Top stuff. Read our review of 33 Block Breaker Deluxe (Gameloft) This year's best breakout clone (and there have been many) is Gameloft Brick Breaking Effort. Seven cards, end level bosses, numerous bonuses and different paces make it a worthy challenge in its own right. Meanwhile, the funky LA-themed visuals add some graphic flair to the proven and proven gaming concept. Read our review of 32 Slyder (I-play) Another puzzle it, with the same retro hue to it. You play a little drop that has to slide (well, slyde) around a series of standalone 2D levels, avoiding the dangers and edges of the board, finding your way to the exit. Plenty of levels to work through, and a cheeky visual style with bags of appeal. Read our review of 31 PileUp! (Real) I don't go yes, puzzle games really accumulate thick and fast in our Chrimbo rundown. It starts with looking like any old load of colored balls, with you matching colors to make them disappear. But the challenge (and joy) comes from anticipating how the balls above will fall, giving the deceptive depth of your actions. Read our review no 29 My Dog (I-play) Of 78 virtual pet games to hit mobile this year, my dog shares our best in-show prize with Gameloft's Dogz, so we posted them equal. Fisher Price's visual style belies all the more involving games where you bring up a puppy buddy. It may not be Nintendogs, but it's still quite an ace. Read our review of No 29 Dogz (Gameloft) And the second virtual dog game we recommend this year's Dogz, based on the Ubisoft console title of the same name. Take the puppy, take it home, and bring it to bite the postman. Sorry, we want to be talented and warm. More freedom than my dog, but not so attractive. Somewhere in between lies the perfect pet dog game. Read our review of 28 Fast and Furious: Tokyo Drift (3D) (I-play) If this is what Japanese drivers like, we stick to bullet trains the next time we're in Tokyo! This stunning 3D racer look will show the strength of your swizzly new phone, with different locations and driving styles to master, making for the driving game that is playing as well as it looks. Read our review of Gameloft's 27 Bubble Bash (Gameloft) puzzle, perhaps a swipe at its basic gameplay mechanics from the Bobble puzzle, but it added enough twists to be sustained in choppy bubbly brilliance. Fire colored bubbles on other colored bubbles to burst them, while working around the balloons at the top of the screen. Super affordable, and super fun. Read our review of 26 Torino 2006 (I-play) Does anyone remember who won anything at this year's Winter Olympics? So are we. But the official I-play was a winner for cold-blooded fans, mixing mountain curling, ski jumping and bobsling in a diverse collection of events. In particular, curling will have you practicing skills long into the night. No, it's not a euphemism. Read our review of 25 Brain Challenge (Gameloft) 2006 was the year brain training hit mobile with a vengeance, with Gameloft's Brain Challenge on the (axis) head of the queue. The game follows the traditional format of mixing logical puzzles, arithmetic and visual puzzles, but it's the super-spot presentation that sets it over the herd. Read our review of 24 Diner Dash (Glu) Ever wanted to get into the form of a waitress? Pipe down guys that way. Diner Dash has been a mobile conversion of the popular PC casual game and you're rushing from counter to table to dishwasher. And again. Excellent management and steadily ramping up the learning curve made this one of the occasional hits of 2006. Read our review of 23 King Kong (Gameloft) movie games don't have to be rubbish. King Kong helped prove that this year, even if the movie itself didn't exactly make us go monkey. In essence, a fairly traditional 2D platformer, Kong's joy was that it was just fun. Admittedly, most of all when you played a giant monkey yourself. Available and enjoyable, it was one game that finally made the big screen justice on the small screen. Read our review of 22 Virtua Tennis: Mobile Edition (Glu/Sega) Tennis on phones is a hard nut hack, but Glu broke his smithereens with this conversion console classic Sega. Turning it into a one thumb game was the publisher's greatest achievement, making it as fast and flexible as it is on other platforms. Only ten tournaments and training regime helped. Read our review of 21 2006 Real Football (Gameloft) The first footy title on our list, playing a deep-lying midfield overall role compared to the competition. Gameloft's efforts sought to be the Pro Evolution football mobile world, and delivered technically outstanding action, complete with balls, one-two and overhead kicks. Splendor! Read our review of 20 War Diary: Torpedo (Rovio) You can't argue with the Finnish game about British submarines sinking Japanese ships. Well, you could, but you have to be trilingual. This is not a submarine-based shoot 'em up, but more strategic simulation where you need to put real thought into your water approach. In other words, fighting boats of thinking people. Read our review of 19 Asphalt 3: Street Rules (Gameloft) A long time ago, mobile driving games were rubbish, but 2006 was the year a few publishers changed it all. Noticeably nippier than Gameloft's previous asphalt games, it was also more of a racing venue, a deeper strategy, and frankly insane (in a good way) ability to use two nitro boosts at once. Adrenal glands. Read our review of 18 Miami Nights: Dating in the City (Gameloft) In a nutshell? Sims, but even better. You get to live a life like a Sunshine State playboy or playgirl, get a job, get friends and copping off with such attractive men/ladies as possible. Free roaming gameplay, and hot tubs to download! What's not to like? Read our review of 17 MotoGP 3 (TH) This two-wheeled racer oozed quality, showing how far mobile games have come in the last few years. Fully licensed tracks and riders, almost limitless bike pimping options, and luscious looking 3D visuals have all made it a big purchase. And there was depth in spades too, from full grand prix and time trials to Xtreme street racing mode. Vrooming is great. Read our review of 16 Zuma (Glu) It may be old-fashioned, but zuma was the king of 2006 colored balls. Based on the game's famous PC case, he borrowed elements from numerous puzzles, but made them his own. Stop the colored balls from reaching the end of the channel by spitting other balls on them with the frog. It sounds silly but the result was so exciting we're still playing it nine months later. Read our review of 15 Sonic Hedgehog (1 No 2) (Glu/Sega) Two separate games of this, but we reviewed them together since there was nothing to separate them. Transforming the much-loved console classic for mobile devices may already be a disaster, but this two-parter has done a stellar job, maintaining the look, feel and most importantly speed of the original Sonic games. Read our reviews: Part 1 and Part 2 of 14 Playman World Soccer (Real) Top Football Dog at this year's World Cup was a cartoonish realArcade take on a beautiful game - spinning heads and all. It wasn't just silly though: the control system managed to solve the traditional problem of slick traffic, transmission and shooting in mobile football games, with some deceptively spangly 3D graphics adding to the fun. Read our review of 13 Mafia Wars Yakuza (Digital Chocolate) The third in the gangster digital chocolate trilogy was the best yet, with dozens of enemies, an updated control system that made it easy to sprint through the room firing bullets at all and forth, and a stylish visual look all their own. In other words, the massacre. It was easy to play, there were some tough bosses to win along the way, and there was an extra Tower Of Destiny mode providing weeks of extra gameplay. Read our review of 12 Galaxy on Fire (Fishlabs) 2006 was the year when we finally got some decent 3D mobile games, an example of this glorious space shooter. It's got visuals that won't

look out of place on the PSP, and even better, they actually move smoothly rather than the jerk-o-vision seen on many 2005's 3D titles. Dog fights and trade are in equal measure, providing gameplay as absorbing as graphics. Read our review of 11 Cars (Disney Mobile) Here is another title that proved this year that movies can make great mobile games. Ok, it's aimed at kids, but cars are still one of the most truly enjoyable driving games we played in 2006, with mission-based structure and cute visuals that captured the style of the original film. But it is the sense of freedom and adventure that it's separate from the pack. Read our review of 10 FIFA 07 Mobile (EA Mobile) 2006 was the year EA (and developer of Distinctive Events) updated FIFA to make it a truly mobile game. The controls were taken down, removed, the action was simplified, and PRAISE BE, you could actually defend. Thus, it is now the most useful mobile football match to play, with trepidation rather than disappointment. 2007 should see the royal battle between FIFA and Gameloft in Real Football, which is good news for mobile footy fans. Read our review of 9 Rollercoaster Rush (digital chocolate) Otherwise known as what digital chocolate did on, after the Bloxx Tower. This one was just as original, putting you in control of the roller coaster with the ability to speed up or slow down to give passengers the most exciting ride. Instant-graspable controls, lots of neat visual touches, and an all-around sense of fun made this one of the most enjoyable casual games of 2006. Read our review of 8 Super KO Boxing (Glu) For this ring-sim, Glu threw realism to one side in favor of pure stupidity, and this turned out to be a sensible solution. Beating the flames of the host pugilists on your phone can't help but take a smile on your face, while simple controls do jabbing, crochet, dodging and letting out absurdly hard sleep uppercuts. A decent version of classic 21st century console games such as Punch-Out and Ready 2 Rumble. Read our review of 7 Need For Speed Carbon (EA Mobile) Controversial choice of this, given the debate around whether it's as good on cheap phones as more expensive (answer: apparently not). But on the N70 we reviewed it, NFS was an absolute dream. It wasn't just about 3D graphics though: the handling, the structure of the game and the overall feeling was just right. If this is an approach that EA continues to use in order to bring its console games mobile, we are in for a treat. Read our review of 6 Splinter Cell Double Agent (Gameloft) On mobile, the Splinter Cell franchise is as old as the hills, and hasn't changed that much. But Double Agent certainly deserves to be celebrated as the most well thought out and enjoyable 2D platformer you can find for your phone. Mixing a hidden sneak with random violence, and a good plot twist with you running undercover among the terrorists, made this the best console transformation of 2006 in our eyes. Read our review of 5 Project Gotham Racing (Glu) An attempt to recreate one of the world's most exciting console racers on a mobile doomed, right? Incorrectly. Edging ahead of The Need For Speed Carbon nose, Project Gotham is simply stunning in its 3D version, with all the glory of earning the car unlocking the joy of the original, and related features allow you to compare your fame and ghost race against other players. Read our review of 4 Tower Bloxx (digital chocolate) only kept from a higher position because, well, it's getting on a bit now (dating etc etc). But still, the Bloxx Tower is an absolutely stunning piece of casual fun that in 2006 made people sit and realize Games don't have to be a copy or conversion of what's going on elsewhere. Genuine single-button controls and idiot-proof gameplay mechanics have kept it on PG team phones for a year. Read ours 3 Turbo Camels: Circus Extreme (Real) Another mobile exclusive game (you can spot the theme here..) that saw you bouncing off Baldwin's camel around a huge number of colorful levels, collecting items, bouncing off walls (and clowns) and performing the perfect landing. The game was available, but its joy was in the long depth provided by working your way through the levels, trying to catch the Gold Stars. Quirky but brilliant. Read our review of 2 Stranded (Glu) Perhaps the ultimate slow burner mobile game in 2006, Stranded took over the basis of the TV show Lost, and built around it an absorbing and immersive mobile game that you just had to keep playing to see what happened next. Wandering around a desert island shooting chickens and cooking soup doesn't sound like fun, but we literally couldn't put our phones down while Stranded was on them. Read our review of 1 Tornado Mania (digital chocolate) It may seem strange to plonk the game we just reviewed on top of our Festive Fifty. Tornado Mania is that good. The original concept - controlling tornado-picking buildings - allied with familiar game ideas (Sim City and Katamari Damacy, basically) made it instantly enjoyable, while the intricacies of constructing the perfect utopia with assembled buildings looks set to give it a long phone life. Rampage mode where you get to just break things was a wonderful bonus too. A worthy successor to Digital Chocolate's Tower Bloxx and Rollercoaster Rush, but potentially the best of the lot. Read our review see

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