
Word Wonders: The Tower Of Babel Download For Mobile



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About This Game

MYSTIFYING WORD ADVENTURE!

Discover the lost art of “speech”

Enter the ruined tower of Babel in search of the long lost art of „speech“. Unravel the many mysteries contained within, create powerful artifacts, battle daunting foes and build up your hero's powers – all through the power of words!

- 50 unique stages with different, challenging enemies and monsters
 - Entertaining story setting from 1001 Arabian nights
 - Magic Boost Board with individual unlock special abilities
- Fun alchemy system: Mix different ingredients and create powerful potions
 - 3 different difficulties each with its own, unique special rules

Title: Word Wonders: The Tower of Babel
Genre: Casual
Developer:
Chimera Entertainment
Publisher:
GAMES in FLAMES
Release Date: 8 May, 2015

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English







word wonders the tower of babel

Great buy, wait for it to go on sale though.. love it. i cant wait for the finnished product!. This is a fun, beautiful game, with certain definite caveats. One being the game mechanics are quite crude if compared with shooters from say the past 10 years or so. You go into the water and you don't float or swim, you just walk on the bottom until you exit! You can easily move large probably incomprehensibly heavy steel girders with ease. Is this the nature of your character? . One thing that might help peoples experience is that if you find the game moving almost bug like slow, hit the Capslock. It is an intentional "timeslow" feature, except it is INCREDIBLY slow. Turn it on by hitting capslock, and off by hitting it a second time. It probably would be better if it had a timer, but does not. If you run into difficulty, there is no walkthrough currently as well. The negative hype is just that. I have played far worse games. Rating A-. If you like anime girls then really any Sakura game can be for you. They're alright but there's way better stuff out there.

Immersion - 6.4

Music - 5

Art - 7.6

Content - 5.5

Story - 6.6

☆Overall - 62.2. story:9V10

character:9V10

CG:8V10

system:8V10

music and bgm:8.5V10

at all:9V10

SAKURA NO MORI-the best story i have ever played

. its little kings story what else is there to say. the only good thing to come out of the will along with battalion wars 2. the port still has some issues so i would reccomend saving after each outing but that was customary for the will also. for i think the first port from the will its very good and hopefully the devs will continue to patch and care for the minor issues. the only odd crash i have seen is one where you got citizens married and the stork didnt turn up which was just a esc the quit and restart and only about 30 seconds wasted.. I played it 6 minutes and lost interest. Didn't refund it cuz it might have turned out ok in time. Didn't happen.

A lot of creeps pulling the EA stunt. Legit EA developers suffer too since many will take a pass since the likelihood of getting gypped is fairly high.. System being used:

i9-7900X, 1080 and 32 GB RAM

This game is so slow I was falling asleep by the time they even started talking and trying to teach me during the tutorial.

Yes.... seriously. It's THAT BORING.

I don't want to rate it down, but.. really? I won't buy this again, even on sale.

It's just too damn boring! Everything takes SO LONG, even loading the first few screens. Then they want to try to explain 10 dials and levers on a console. It was just bad, lol.

It MIGHT be a good game if you like really, really technical games and zero action. But, not my type of game at all.

this is pretty nice for an old game. Only played for 20 minutes in the dark with headphones.. I was ~just~ creeped out enough that I'd wait for daylight to play it further, I don;t want to get completely creeped out -lol. If you are at all jumpy or yielding to your own imagination this simple idea is quite effective. If you are jaded and not easily swayed move onto something more grand.

I have played many games and creatures with big pointy teeth are not as scary as my own psyche. This would be truly frightening if the graphics were as detailed as the audio effects which are just flawlessly executed. So far, I feel this game is something like a creepy Stanley Parable, less the humor; I've spent more money on worse..

Тиймээс би энэ тоглоомонд 9/10 өглөө. quot;Fallen ~Makina and the City of Ruins" is the first game translated and published by Kagura Games.

I'll keep this nice and short. In terms of game mechanics and story, the game isn't very advanced or in any way groundbreaking. On the contrary, it's quite "one point below standard", and gameplay always feels like you're going from point a to point b, then to c, and so on, and so on, meaning that it's very "on rails".

But! Oh yes, there's a "but"! With a capital B! The scene art is AMAZING compared to most ero games on Steam. Even outside of Steam, the scene art is in the top tier.

And also, the translation is superb! Compared to shi**y publishers like SakuraGame whose gamebreaking "work" seems more like a cruel joke and an insult to english speaking customers, Kagura Games actually seem to KNOW english and take their work seriously! There's only a couple of spelling errors in the entire game, and the rest is perfect everyday english! My hat goes off to Kagura Games who's obviously put a lot of real effort and pride into making a stellar "translation and publishing"-debut in the ero game community, and for Another Story for entrusting them with their game.

Hopefully we'll get to see more of Kagura Games in the future, because honestly, the ero game community has too few translators who's willing to put in a decent amount of work. I also hope that they'll choose a better, more original and more advanced game for their next translation and publishing project, because I think it's gonna be their best chance of gaining attention from western customers and the Japanese ero game circles alike.. after all the console bs i'm really glad they added the alien also its a netherworld alien so the design is very unique if you own the predator character GET THIS NOOOOOW

100000000V10. To: Public users of the game (Valve : and chairman welcome to the meeting everyone)

SOMETHING LIKE THIS COULD BE USEFUL ONE DAY . SOMETHING LIKE THAT ALSO ;=()>. This game has serious balancing issues. It is very easy to get overpowered gear very early in the game. This makes completing the game tedious and boring. The trading aspect of the game can be completely ignored. After finishing the first 10 to 15 missions there is not much more to upgrade and you'll basically have an endless supply of resources and money. Some of the upgrade items (the different missiles i.e.) and all the lower tier gear is completely obsolete. The story doesn't matter at all. It's just escort mission after escort mission. The enemy types and attack patterns repeat over and over again. When you are in the upgrade shop it is not possible to directly compare the items in the shop to the ones you have already installed. There are also still a few bugs in the game. Often when the last wave of a level is finished it takes one or two minutes of flying through empty space until the level finally ends. The basic idea of the game is very cool. It makes me sad to see so much wasted potential. This could easily be a really fun game if the developers fix the balancing, add some variety and give the player a reason to use trading. In the current state it's just a textbook example of game design gone wrong.. Sparkle 2 has been my fav game on my Nokia808 for ages and definitely the best ball popper around and one of the best mobile games in my opinion. I have maxed it out many times.

I was curious what the PC version can offer. Well, it is fun. Absolutely recommended. The game pumps out some unrealistically high FPS and I enjoy the higher resolution, many details are revealed of its nice design that are sort of hidden on the Nokia's 360p screen.

On your balls, get set, go!

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