

BubbleFly – A Game of Skill, Finess of Balance and Breath

By Frank Petrie

Product: BubbleFly
Author: Treemo Labs
Requirements: iPhone, iPod Touch
Price: \$0.99
Test Rig: iPhone 3G/16GB



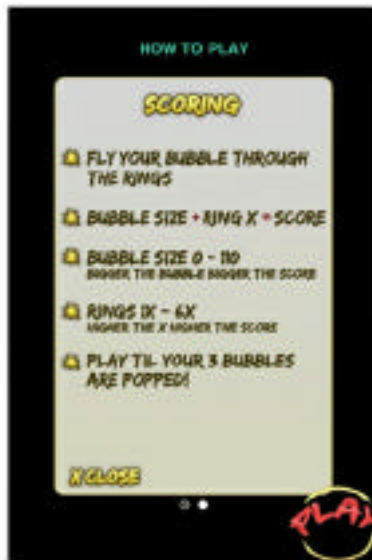
BLOWING BUBBLES. How many hours did you pass doing that as a kid or while sipping on some herbal tea? As all things must, it has now been transformed into a virtual experience named “Bubblefly.”

“BubbleFly is a game of skill and finesse of balance and breath. With skills you never knew you had, challenge yourself and other to see who can bubble fly the best.”

So, is it the same as you remember it back when?

THE JUICE

Basically, BubbleFly consists of a bubble wand which you dip into bubble solution. You then hold your finger down on the solution filled wand and try to blow the biggest bubble that you can without exploding it. The object is then to guide the bubble into various hoops with different multipliers to increase your score.



You can choose to turn on/off vibration and music, plus whether you want to keep only the high scores on your device or enter the global scoreboard.

THE PULP

Even though BubbleFly is somewhat challenging, it utilizes the same skill set required for, say, Labyrinth. And I find Labyrinth much more challenging do to its complexity.

That said, I



could see this as a great way to keep the kids occupied on a car trip.

THE RIND

Lost interest in it after about three plays.

SUMMARY

For the price, you've nothing to lose. And like I said, it could be something to toss on the Touch to keep the kids occupied during a trip or errands. Then again, maybe this game could be your cup of tea.

RATING : 5 of 10

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