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Juump fiendishly tricky and endlessly fun notes

Apple Arcade is a subscription service that allows users to play 145 high-end iPad, iPhone, Mac and Apple TV games as often as they want for a set monthly fee. But which one is worth your time? That's where we're going. We've played, reviewed and ranked every game on the service and will add new games to our leaderboards when they're released. Our latest update is a whopper, with 12 new games added: Alba: A Wildlife Adventure (21); The Pathless (28); South of the circle (32); All of you (36); Cut missions! (51); Atlas Collage (65); The Expedition of a monster (74); Dynasty: Beyond (85); Warp drives (87); Survivors (94); Marble Knights (122) and Zombie Rollerz: Pinball Heroes (137). Finally, Beyond a Steel Sky was bumped up from 74 to 57 following a raft of bug fixes. We check mainly on iPhone. We also recommend having a hardware controller, with the number of games benefiting from a game: we experiment with Xbox controllers and Rotor Riot wired controllers to see if this works and how it fits the gameplay. Many games support Bluetooth controllers although do not mention this fact in their App Store description. Before we jumped into the rankings, note that we wrote separate tips for fans of the specific genre and style of the game. Which Apple Arcade game should I play? Guide you through the best NGEs, puzzlers, platformers, strategy games and more. This bizarre and really funny sports sim - Golf for golf haters - touches a hole in one for relentless ingenuity. The course features exploding barrels, cats and runaway cars, and half the time you find yourself playing with one or a carpet instead of a ball. There are levels in both portrait and horizontal directions; there are huge variations in difficulty and graphic style and gameplay mechanism; there are even witty parodies of other games. As soon as you feel like manufacturers must have exhausted the possibilities of the format they surprised you yet again. There are many golf courses played here, and they all feel fresh. SPORTS • Age 9+ • Single player • Hardware controller support (but this is not recommended) • What The Golf? on the App Store This arcade is included in the Bejeweled/Candy Crush template, and as you would expect it is both gorgeous and a lot more enjoyable than most copies in that space. Follow a path on the right creatures - occupy certain complications, such as treasure chests, boss monsters and magic stones that allow you to switch to a different color - and then hit Go. Instead of a gentle tinkling of jewelry, you'll be rewarded with a ridiculously gory (albeit cartoonish) animation. *Far easier to receive than to put down, Grindstone also won for the most addictive Arcade game I've tried. PUZZLE • Age 12+ • Single player • Hardware controller support (cynoping) • Grindstone on the App Store Devolver's low-fi action NGO has the style and atmosphere of Dark Souls and puts it through a super cool blob! It looks like nothing else. The difficulty ramps up frantically as you dodge, parry and cut your way through increasingly dangerous mobs of monsters and bad hombies: some levels are so demanding you almost have to plan them out. Hotline Miami style. You get as much further as you want - pretty forgiving games like that - but a single death leads to the loss of all your equipment... Unless you can beat the level kills you on your very next try, which makes for some high tension stakes. Bleak Sword is fast, exciting and volume of fun. It's also sometimes angry, in a way you just get with the game very well: something about how it manages to make you care very intensely about your little bar man, and take it personally when he gets. This is a roundabout way of admitting that this game makes me swear. RPG/FIGHTING • Age 12+ • Single player • Hardware controller support • Bleak Sword on App Store turn-based strategy game recalls the classic Space Hulk board game, simply and cuter. Controlling a handful of heroic space rangers, you are investigating an abandoned alien-riddled colony, shooting, kicking and grenading your way to different mission targets. It's fun. STRATEGY • Age 12+ • Single player • Hardware controller support (but easier touchscreen) • Spaceland on the App Store Cast into a stunning, dangerous underwater world you'll be pursued not only by tape slowly set in but a swathe of sea creatures from cute to down terrifying. Blast around with jet packs, mine minerals to convert into oxygen and uncover the secrets of depth in this stunning, vibrant and unique underwater exploration game. Lewis Painter ADVENTURE / EXPLORATION • Age 4+ • Single player only • Supports hardware controllers • Shinsekai into the Depths on the App Store Singularly lovely gardening-themed adventure game, in which the mutants and monsters you encounter play (mostly) second fiddle to a compassionate story about loss and the healing powers of community. Strongly recommend, but give it a chance: it takes some time to get going. ADVENTURE • Age 12+ • Single Player • Hardware Controller Support • Mutatione on the App Store Great to look at (not surprisingly, since the famous Pendleton Ward of Adventure Time anionic artist was involved), Card of Darkness proves it's more than just a beautiful face with an elegant and attractive design with volume depth. PUZZLE • Age 9+ • Single player only • Don't support controllers • Dark cards on the App Store Look up charming words in the dictionary and you should see screenshots of this nostalgic animated adventure game in which you solve a variety of problems such as killing a dragon and capturing a priest's soul. Real It takes the form of a card game - every time you collect an item, or get a new character, this is added to your card set and played at the right times. But this is more than a Rather than a gameplay decision: In real terms playing an active card out is largely like hitting an 'use X with Y' button. No, this game is all about characters, simultaneously dark and lovely, strange dance moves of logic and stunning look. It also has respectable play-back capabilities, as there are many solutions and multiple finishes, and 45 achievement cards to collect. ADVENTURE • Age 12+ • Single player • Hardware controller support (sort of, and it's better on the touch screen anyway) • Pilgrims on app store detective adventure games based on a locked room murder. So infatuated that I stayed in the middle of the night trying to solve it. I had not played one of the Detective Grimoire titles before, and perhaps this is why I felt a little overwhelmed at first: the game never really explained how to go about interrogation, for example. And this case is deliberately complex, packed with twists, turns, red herrings and background flavor text. But that feeling hardly obscures what's going on is the mysterious textbook murder of the heyday, and quite interesting if you go along with it. And stories, graphics, voice acting and humor are all of such exceptional quality that even new crime solves will have a blast. DETECTIVE/ADVENTURE • Age 4+ • Single player • Hardware controller support (but easier touchscreen) • Tangle Tower on the FTL App Store redesigned as a road trip; The Walking Dead screempay by Cormac McCarthy; a turn-by-turn version of Resident Evil. This survival game is inspired by the best, and the result is melancholy and fiercely difficult. Each level is both a puzzle and an isometric americana piece: a few squares of runways, grass, picnic tables, abandoned and dangerous cars. When the monsters are closed, you have to make a decision about what resources you need, and what (and who) you will have to leave behind. It's a fascinating and thrilling game. STRATEGY • Age 9+ • Single player • Hardware controller support • Overland on the Blissful App Store, the non-combat town builder that I enjoyed playing all the time. The feel of the atmosphere is amazing, from sprites to Untitled Goose Games and light changes to calming hoses and clinks as your house is built and your trees are felled. And I applaud how each level really feels like a level in its own right, with specific goals and challenges (really difficult) – something not always achieved by strategy games of this type. I have very few complaints but have to add that the swipe detection is sometimes a bit overkeen, causing frequent overshooting when moving around the map. And the night parts are pretty dull, as everyone of you goes to bed - but fortunately you can speed this up to 20x. STRATEGY • Age 12+ • Single player • No controller support • Outlanders on the App Store This classic cold stone pit four Pac-Men against each other in a fight to the death. If one of you is caught by ghost, or by a fellow pac-man goofing on a power pill, you turn ghostly yourself; when only one Pac-Man remains, the player wins. A simple setting, then, but it has nice touches than a Swedish masseur. To begin with, you retain control after being spooked; if you then manage to catch one of the remaining Pac-Men you switch roles and you're back in the game. And the more dots you eat, the faster you move, giving the game a thrilling natural acceleration. The Quick Start option is a brilliant easy way to start a game with three AI opponents, but my only mination is a lot harder to set up a game with others: no matchmaking function online, with the onus on you to find fellow players on Twitter, in real life, etc. and side code exchanges. Apple TV owners have also complained that there is no support for many local 'couch' players on a single device. ARCADE • Age 4+ • 1-4 players • Hardware controller support • PAC-MAN Party Royale on the App Store Disturbing horror puzzle platform with great sound design and evocative low-fi interface. Explore a mysterious and dangerous world you replace, Lost Vikings-style, between three completely different characters: a self-defense child, a mostly self-defense man (who can at least run and jump) and an inalegible night-on knight. And these characters lend their respective parts a pleasant variety without damaging the cohesion of the whole, which is tied together by spellbinding aesthetics. PUZZLE/PLATFORMER • Age 12+ • Single player • Hardware controller support • Most on the App Store Sim this completely ridiculous ragdoll cricket makes me laugh constantly. Very silly, and very fun. SPORTS • Age 4+ • 1-2 players • Hardware controller support • Cricket Through the Ages on the Oceanhorn App Store 2: Knights of the Lost Realm is one of the most beautifully manipulated games, just like the console available as part of Apple Arcade. Although the original isn't sniffed, Oceanhorn 2 takes the RPG experience to the next level with premium 3D graphics, tactical combat, and a compelling story that will get you caught up as you hack-and-slash your way across the giant open world map. There are meaningful gameplay improvements too, including a new caster weapon that can wipe out gangs of enemies with an explosive fireball or an explosion of ice, and the ability to heal yourself between battles with a spell. The touch screen controls are good, incidentally, but for a full experience, we recommend using a hardware controller. Lewis Painter RPG • Age 9+ • Single player • Hardware controller support • Oceanhorn 2 on the App Store Simple and exhilarating two-bar shooter with great animated graphics and a featured story. You are piloting and gradually upgrading a space ship Petite on a mission to find your way back to Earth, and blast your way through space pirates and other ne'er-do-wells that stand in your way. It's your overarching task, to what extent, but hired or persuaded to do a lot of smaller jobs along the way. Most of these boil down to go to a place, shoot some people, and come back, admittedly, but I'm never tired of the recipe, and manufacturers add more tasks - and a new kind of 'protection' mission - in the updated version 1.1. The shooting action-'em-up works well with the controls on the screen, although switching between your gun and grappling hook is a challenge, and your thumb sometimes obscures the action; it works great with a controller. SHOOTER • Age 9+ • Single player only • Hardware controller support • No Way Home on the Takeshi App Store is a game designer; Hiroshi is his younger brother and biggest fan. Your job is to cheer Hiroshi up with a game he can play in the hospital... But it's not over yet. As Hiroshi progresses, you have to design the game quickly, decide which monsters will attack in any order, and then, when a friendly wizard will decide to apply healing spells or buffs. The idea - which probably reflects the real game design - is to push the young player as hard as you can without actually killing his character. It's a kind of mathematical puzzle, basically. But it is to undersell the excitement of the concept, which rewards brinksmanship and punishes you for playing it safe. And there's a really nice graphical feel, split between the smooth 2D game screen and the cute Fireman Sam animation of the cut scenes. RPG/STRATEGY • Age 12+ • Single player • No controller support • Takeshi and Hiroshi on the cute Puzler App Store in which a robotic spider (with only six legs, oddly) is sent on a spy mission. You scuttle on all levels, pick things up, manipulate knobs and dial and often get up to mischief. Now, we need to talk about the camera before we go any further. When using on-screen controls, the camera is almost useless, wandering in funny angles at the worst possible moments and preventing you from detecting the next target. But using a hardware controller largely solves this problem, and in other respects this is a great game. The music is brilliant atmospheric (Dorna's summer pastiche in space missions is a special highlight), your interaction with the physical environment is pleasingly mesmic and I love the overall feeling that a small creature doesn't observe with the freedom to explore and tinker. PUZZLE /ADVENTURE • Age 4+ • Single player only • Support hardware controller • Spyder on the Vivid App Store, rpg graceful action is clearly performed by a Zelda lover but wants more hookshot. Your weapon is a fishing vessel, and you can use this surprisingly versatile tool to wrestle yourself through gaps, activate remote switches, yank enemies against you (a process that briefly stuns them) or simply whack them. These powers, combined with a dodge/roll button, make fighting busy and fun, although sometimes it can be frustrating when a monster camp next to a wrestling and hinder your strategy. RPG fans are really spoiled for choice on Apple Arcade. If you want to re live up to Zelda's glory days in 2D, however, this is the place to start. RPG • Age 9+ • Single player • Hardware controller support (recommended) • Legend of the Skyfish 2 on the App Store Based on the look and reputation of the manufacturer that I expected this to be a point-and-click adventure, but it's pure puzzle action. On each level/scene, you have to clamber up and down the ladder, manipulate the light and bully the different monsters into positions that allow you to keep going onwards. It's a simple earlier, and there's a pleasant purity to the gameplay. But don't underestimate the thoughts and development pedigree that is going into this. There are some real scratchers heads, and a great sense of satisfaction every time you work something out. As puzzlers go Creaks has an unusually well defined sense of narrative taste, which form an integral part of the experience rather than the fluff background. The eccentric images and phenomenad music, limbo-style death and sinister collectibles: it all adds to a game that draws you into its world and provides more motivation to progress. PUZZLE • Age 9+ • Single player only • Support hardware controllers • Creaks on the Battery-wrecking App Store but otherwise interesting catalogue-'em-ups in which you stroll the streets, beaches and mountains of a Spanish island and take photos of local wildlife. While you're on it, you also clear up rubbish, mend bridges and signs, heal affected animals and often act as local do-gooder. There is a really lovely sense of positive about it all. The touchscreen controls (vertical mode) are a bit awkward: the top half of the screen controls your view and the bottom half of your direction but you can't do both at the same time. Much better to use a joypad, which is much easier (despite the sad lack of an option to reverse the Y axis) and also, skillfully, convert the game to the landscape. ADVENTURE/EXPLORATION • Age 4+ • Single Player • Hardware Controller Support • Alba: A Wildlife Adventure on the Mysterious App Store is this lovingly manoor reminded me of Resident Evil soon, and it's not just color-based puzzles; it's the whole atmosphere. There are no zombies but the dark windows and flashing TVs are somehow scarier. The setting - an early empty 50s diner, like the one far-away parody of Edward Hopper's Nighthawks - was drained of color, and solved the puzzle of gradually reviving them. This in turn makes some objects appear, which can allow or hinder further progress. There are some nice scratchers heads. As with all first-person games, a joypad is recommended. The only downside is the strangely slow rotation - something I think should be a deliberately chosen to increase the paranoia factor (is there someone behind me?) until I see no such problems in the touch screen. PUZZLE / ADVENTURE • Age 9+ • Single player • Hardware controller support • Recolor on App Store Turn-based squad survival game with an unusually pleasant look and atmosphere reminds me of the mighty Grim Fandango. Your job is to recruit a group of survivors - who manage to present distinct and sympathetic characters despite their fingerless, almost lumpen appearance - and steer them around a cruise ship that's trapped in some kind of Bermuda Triangle-themed zombie. You will need to kill baddies, collect food and healing items, and craft new equipment in your base between missions. The loading screen delay is a slight nuisance, but the mystery is compelling and I enjoyed the fighting and resource management elements. STRATEGY • Age 12+ • Single player • Hardware controller support (but somewhat awkward - easier touchscreen) • Dread Nautical on the Small Talk App Store in a taxi is probably not the most compelling description the game can have, but Neo Cab is better than it sounds. So yes, it's a taxi sim, but you don't have to worry about the actual driving. This is about deciding which fares to accept, and how to deal with them once they're in the back of your car: will chat lines uncover useful information, and that will annoy them so much that they tank your reviews? The world building is amazing, with an uncomfortably reasonable gig dystopia economy fleshed out without the need for dumping presentations. And the graphics are amazingly accurate – that's important, as the emotional signals you get from the faces of sprites give you hints about when to come back from a dodgy theme. ADVENTURE • Age 12+ • Single player only • Support hardware controller • Neo Cab on The Moody RPG App Store with a beguiling look, cartoon scandi saga with a dash of neon. The story is great, great pictures and music, and overall experience a lot of fun. There is less combat than you can expect from a game with a lot of death in it: exploration, dialogue and puzzles take up a lot of your time. But when it happens, combat takes the form of a rhythm mini game in which shapes cascade down the screen, Guitar Hero-style, and you try to tap in time to music. RPG/ADVENTURE • Age 12+ • Single player • Hardware controller support • ATONE: Heart of the Elder Tree on the App Store A lovely and nostalgic interactive adventure novel affectionately written and packed with puzzles, jokes, vampires and 1980s pop culture references. This is a classic story of underdog kids investigating grownups not good. It alternates between floating-ent animated dialogue sequences, puzzles (extremely difficult changes, from basic subtraction to Skyrim-style lock selection) and alternately alludes to a larger and darker back story. All this (along with evocative sounds and jauntily distinctive house art styles by Frosty Pop) creates an atmosphere that is both exotic and wonderful: a blend of humor, or often, spooky lightness and gentle sadness. And And it's short, and goes a bit haywire at the end, which is a strong recommendation. ADVENTURE • Age 9+ • Single player only • Supports hardware controllers • The Get Out Kids on the App Store We've been waiting for this for a while: The protagonist of Little Orpheus is the first thing we see in the official Arcade preview video in September, but it didn't launch until June 2020. Well, it was worth the wait. It's a side-scrolling puzzle platformer, in the vein of Inside and, on arcade, Stela 's. In fact, it is something of a mirror image of the game later; While the St st st stly store is dark and mysterious, Orpheus is wonderfully silly. You are a Russian astronaut (with a clearly suspicious accent) who was sent on a mission to the center of the earth and is now trying to explain what went wrong. The game looks amazing, colorfully saturated, wild landscapes and crazy monsters, and music and voice acting (voice aside) contribute greatly to the atmosphere. It is not the most difficult of the game, but you will enjoy every moment you spend with it. PUZZLE / PLATFORMER • Age 4+ • Single player • Hardware controller support • Little Orpheus on the App Store Sure a Pathless game a brave move, especially when - as here - it's a game that can leave players with no strong sense of direction. After a deceptively simple tutorial area, you are pouring into the main island and face a scarcity of hints that some will find refreshed and others tired. However, there are always online tutorials to fall back to if you're really not sure what's going on and where you're supposed to go next, and other than feeling difficult to navigate (and a trend that seems to heat up my iPhone 12 Pro a touch more than I want) Pathless is a win. It is visually stunning, evoking the mourning atmosphere and amazing scale of Shadow Of The Colossus, and adding Spider-Man-esque bonuses that simply get from one place to another - a combination of dashing targets, jumping, flying and shooting with a bow to recharge your stamina watch - is exciting and exhilarating in its own right. RPG/ADVENTURE • Age 9+ • Single player • Support hardware controllers and benefit greatly from them • Pathless on the App Store A daring stealth game with the merest hints of Surgeon Simulator. Sneaky Sasquatch is charming and fun. You play as the titular hirsute cryptid and must tiptoe (and sometimes sprint) around the barrels, barbecues and caravans of an unnamed U.S. national park, trying to avoid the curious eyes and ears of tourists and park rangers who want to stop you getting your hands on their delicious picknick baskets. Sasquatch was named one of the apps of 2020 by Apple (although coming soon in 2019). ADVENTURE • Age 4+ • Single player only • Supports hardware controllers • Sneaky Sasquatch on the App Store Stranger Things-inflected survival horror board game that isn't great at explaining its rules and mechanisms - you thuc sự có thể làm với một mọt Friend to talk you through it all – but is a lot of fun once you catch drifting. You control two or more characters, each with three action points per turn that can be spent on moving, shooting, and searching for items. The idea is to find and destroy some necessary 'spiritual anchors' and then get rid of the level; A constantly reproduction collection of Lovecraftian monsters (equivalent to Geneestealers in space hulk) do their best to prevent this. The first impression is a little confusing: the stats and roll of the dice and even the control view (it's a two-finger horizontal swipe to rotate, not the traditional twisting gesture) is probably explained in the tutorial, but there's too much to take in all at once. You'll need to learn by doing, but it's worth the effort: the action is tense and the atmosphere is well realized through sound and image. STRATEGY • Age 12+ • Single player • No controller support • The_Otherside on the Legend of Grimrock or Eye of the Beholder-style Dungeon Collector, but with a single character rather than a party. Very interesting and intriguing, despite a small litany of complaints. The control system is located between two stools (joypad is better for many, touch screen to navigate menus); Normal and hard towers are pretty easy, but I reached level 40 without once seeing the items needed to unlock the next category. I don't fully trust autosave, which once lost a cool axe I recently picked up, but you can't save yourself, and it seems to be super demanding on the processor, killing the battery of my iPhone 11 Pro and making it quite warm. But there's so much to enjoy. The parry/block system is as solid as I've ever seen in a first person RPG, has masses of weapons and armor to buy, craft and upgrade, and I love the way it works in both landscapes and portraits, in different but equally feasible ways. I hope they massage some problems, but this is still a great iPhone rpg. RPG • Age 9+ • Single player only • Support hardware controllers (recommended, on balance) • Towers of Everland on the App Store A proper medias res opener, this: your plane has just crashed in a snowstorm, your co-pilot is injured, and you need to get help – a mission that then spirals into a bigger and bigger danger mystery. Along the way, your anxiety-prone character explores memories of his life before making his way to Antarctica, and in both the receding and current sequences, you influence the story through dialogue choices. These (mostly) are not spelled: instead they are labeled with abstract shapes that show a general mood - enthusiasm, simplicity, panic and so on. Although these options it does not feel like you have a large number of especially in the exploration sections, where you only sometimes have control over Peter's movements. But the story involves emotion, in its tranquility as much as in its adventure parts, and and and the sound of the game is really very beautiful. ADVENTURE • Age 12+ • Single player only • Hardware controller support • South of the Circle on app store Storytelling games/surreal adventures about the loneliness of city life. Playing as a limited office drone, you have to wake up every morning, read your text, brush your teeth and go to work, where your work has the form of a small game reminiscent of the faint world of Goo. As you go through repetitive motions, strange things start to happen... The controls are a bit sluggish and cryptic (your character goes at an icy pace, which can be a conscious but still frustrating decision) and the starting concept of a traveler looking for meaning in life feels a bit brittle. But Mosaic's visual imagination is rich and unexpected, and its humor is so acute, that it escapes it. ADVENTURE • Age 9+ • Single Player • Hardware Controller Support • Mosaic on the Fun App Store, simplifying the take on Magic: Concept Gathering, in which you build a set of 'Power Plays' cards and battle your opponents. The card battles are brilliant, with surprising depth - you can even customize your cards with stickers that increase indicators and rename them in honor of your favorite cricketers etc - and funny cartoonish artwork. What's particularly nice, however, is that the RPG story frame that takes you from combat to combat (and allows you to earn and exchange rare cards) manages to be much more: it's a funny and compelling story about trying to fit in at a new school where something exotic is happening, and is crammed with side missions and tasks. Our only complaint would be to mine cards to test them more closely often adding them to an alternative set of cards, and vice versa. The controls are sometimes a little comphony small, and feel like they could have been designed with bigger screens in mind than an iPhone. CARD • Age 4+ • Single player • Hardware controller support • Cardpocalypse on this gentle App Store Puzler from Ustwo Games, on a hot streak after producing two Monument Valley games, is a delight. You play as Maria, an antique restorer on a working holiday, and get to know the inhabitants of the town of Bellariva as you weld their most precious objects. The story is sometimes a little small heavy-handed, but it's also sweet and very beautiful. Read more in our full Assemble with Care review. PUZZLE • Age 4+ • Single player • No controller support • Careful assembly on the App Store You are a lovely hen who has lost its chicks, which by a handy coincidence can each be found by solving a level of this amazing clucking puzzle game. It looks and sounds brilliant, and has a solid foundation. Each puzzle is divided into a series of connecting circles, which hens can travel between to get where it needs to be. Most (but not all) circles can be set to play or pause; some are interchangeable or flipped. Over time, you'll reach a level that seems utterly utterly utterly it was quite dispiriting – at the time of writing I felt so about 46, but in any previous case, the solution, once I got it, proved reasonable in looking back. So stick to it. PUZZLE • Age 9+ • Single player • Hardware Controller Support • All of you on the Butter App Store/fighting puns don't quite work (has anyone done 'Cattle Royale' yet? All warriors will be cows) but then another arcade put into Fortnite format there is a lot to recommend it. It's all completely family friendly, with food replacing sniper rifles and shotguns; your default melee weapon is a baguette and you get 'ice cream' rather than literally being killed. But the structure remains the same, with 32 players gradually reduced to a single winner while the map closes. The music is interesting, in a potentially annoying kind of way, and all are very polished. With one exception: at one point, frustratingly, I made it down to the last two then both died at the same time, causing the game to crash and cost me valuable XP. But it was otherwise malfunctioning free and thoroughly enjoyable. SHOOTER • Age 9+ • 1-32 players • Hardware controller support (and pretty much requires one) • Butter Royale on the App Store All sweet and light (and pleasant atmospheric music) on the surface, this free language puzzler conceals a murderously difficult me mechanics, and I'm very much here for it. It's like the old brick moving game that you used to get like a kid where you push squares around the board until they make a cat or you go crazy. In this case you are trying to rearrange the tiles until you can form a path for your little fairy character to get through, but nearly every level adds something new: doors that only open when you connect machines, time-limited cobwebs, open/close lily pads and Venus flytraps that swallow you. Thanks to this deepening complexity and a brutal approach to level design, it is serious, brain-taxingly difficult almost straight out of the tutorial level. In a handheld user-friendly world, it's a new thing to be able to say. PUZZLE • Age 4+ • Single player • No controller support • Enchanted world on the quirky RPG App Store Set in a fantasy world with technology comparable to ours, and thus riddled with spoken text and selfies and 'batteries' instead of accents. And quite all that it is not terrible. Not even a little. Admittedly I found the settings and combat system (in which you simply have to survive, using different defensive strategies, until the monster gets tired and leafy) so strange at first that I struggle to get involved, but it clicks around the time your second party members join. And then you catch appreciate the darkness and the darkness, the complete absence of rpg cliché, as well as compelling stories and funny dialogue. Be warned that the save system, at least when I tested, was worryingly susceptible to creating copies, and often needed that advice on it keep. (Developers are aware of this so it is likely to be processed in the update.) More importantly, it's frustrating how arbitrary the game changes your character's mood mood, given how important this is the special ability they are allowed to use. It can be more fun to role-play in a free and easy way without having to worry about the gameplay consequences of a misrated joke. RPG • Age 12+ • Single player • Support hardware controller • Guildlings on the app store static screenshots do not do justice to sayonara's fun combination of speed and music. This is all about overwhelming the senses – as well as such a great soundtrack that I've been hearing little else on Apple Music, it has an imaginable neon looking all of its own – and pushing your compulsive quick reaction to the limit. So why isn't it higher? The touchscreen controls are not great. You can steer your motorcycle/cap/spooky deer/whatever you are driving at the current level with swipes or by tilting a finger in either direction, but this is eitherly at high speed. It's infinitely better with a hardware controller. (Also, make sure you turn off the skip feature in settings. It's a nice idea for the game to offer to skip the parts you've repeatedly failed, but in reality it's extremely demoralising.) DRIVE/SHOOTER • Age 9+ • Single player • Hardware controller support • Sayonara Wild Hearts on the App Store Extremely adorable puzzle adventure game about some kind of lost flame (I think?) trying to find its way back to their friends and help other lost creatures along the way. The difficulty of the puzzles is uneven - a scratcher head actually happens early, but those before and after are simple - and sometimes it's not clear what or where you need to do or go next. These mysterious adventure elements can bring out pure puzzle fans who want to spend more time on that and less on working out which NPC can weld their fishing net transmissions. But the presentation is really amazing: the atmosphere manages to be simultaneously cute and mourning, and voice acting is amazing. This is one game where it is a pleasure just to immerse yourself in the world they have created. PUZZLE/ADVENTURE • Age 9+ • Single Player • Hardware Controller Support • The Last Campfire on the Cool App Store paper airplane game with a flimsy 'journey of life' metaphor tacked on: the idea is that the landscape changes as you go through the themed sections around the angst of a adolescents, the mood of age and so on. I'm not sure about that, but the actual game is great. The music is lovely and the tight perspective makes the action exhilarating. You are rewarded for flying as low as possible (going high loses momentum) so you spend as much time zooming in on six inches ground like a skeleton bobsleighter. Collecting gems buys you more time or speed up, or money to upgrade your plane. It's better with a joypad, although you may have to tweak the settings: usually want to reverse the Y-axis and do so when using the touchscreen, but the effect is then reversed on the hardware controller. ARCADE • Age 4+ • Single Player • Hardware Controller Support (recommended) • Lifeside on the Weirdness App Store, you can definitely agree on it all, as a cherished quality, and this RPG action is a 10 on the bizarre chart. The setting is bizarre - crazy Russian fairy tales about giant chickens and houses on foot, filtered through well-made rhyming dialogue - and it looks and sounds strangely interesting too. One problem, however, is that it feels like it's designed for a larger screen. Your small character feels lost in the default discovery view, the audience label is small, and it's often difficult to see what's going on (although it zooms in when you tap to interact with someone). We test mainly on iPhone, and it does not feel optimal in that format. The loading screen is quite slow and the system saves harshly, taking you back to the top of a potentially s quite large part if you leave the app and go back. Finally, it's surprising that you get little explanation of the game's mechanisms - such as the confusing relationship between your two health bars and the importance of bad luck. But I don't really remember this, as it contributes to the feeling of being interestingly lost in an unfamiliar world. RPG • Age 9+ • Single Player • Hardware Controller Support (and this is recommended) • Yaga The Roleplaying Folk tale on the App Store Crafted by the studio behind Surgeon Simulator and Worlds Adrift, The Bradwell Conspiracy is a fascinating first person puzzler that will leave you scratching your head. Located in the recently damaged Stonehenge Museum, you can explore and escape the mess of ruin, but not everything seems... As the name suggests, conspiracies are rife in The Bradwell Conspiracy, and while the campaign is compelling and exciting, it's the legend of the world and the secrets that you stumble on that really make the game something special. Pair with the unique relationship you have with the departing voice of another trapped survivor (NPC) and you've got a game that you'll think about long after you finish it. Lewis Painter PUZZLE /ADVENTURE • Age 9+ • Single player • Hardware controller support • Bradwell conspiracy on the App Store This gorgeous puzzle player's debt to Inside and Limbo is so clear that it is mentioned in every App Store review. You are trying to escape some big and sometimes really scary monsters, this requires running, sneaking, hiding and sometimes dropping big weights on their heads. The atmosphere was breathtaking - the music was incredible - but the aesthetic didn't hang together quite as coherently as in its famous predecessors. It feels episodic: corn beetle

all American sports have been classified as ice hockey, nor why some participants are actually hockey players – surely they will win every game easily? Perhaps the overwhelming information dump of a tutorial at the beginning of the game has no room for plot presentation. The game itself is interesting but surprisingly complex, with all sorts of manoly manoly and special moves to remember. It is not easy to press the right touch screen button at speed, and playing on a hardware controller (recommended) leaves you without much guidance. SPORTS • Age 4+ • 1-2 players • Hardware controller support • Ultimate opponent: Rink on App Store Cute puzzle games in which you arrange functional blocks (change direction, jump, speed up etc)in the correct squad to get a robot from point A to point B. This is all pleasant enough except for a curious 'hurry up and wait' aspect Edge. Your performance at each level is evaluated in part over time it will take you, and the average player will obviously take this (and the big 3-2-1-Build! countdown) as a hint to hurry. This runs backwards With the attentive spirit of most puzzle games, and the fact that you can't stop and think about one level – there are two different pause options, but one keeps the clock running and the other hides the blocks – making it a bit stressful. Working against this, the game itself is annoyingly slow at reassembly Every time you start or restart a level: the robots grow wheels and drive to their starting point, the blocks drop leisurely into place, and none of these are skipped. Quick reboots are important for non-annoying puzzle games, and the game ends up being pretty frustrating. PUZZLE • Age 4+ • 1-4 players • Hardware controller support • Rosie's Reality on the App Store No self-respecting game collection is completed without a few small games; Arcade has this, and Big Time Sports. SMMP offers ten things to do, all of which are simple and exotic, running gamuts from pogo-stick to lava to juggling explosives. This simplicity is both a strength and a weakness, as you get the hang of each thing almost immediately but then (when playing on solo) its tires pretty quickly too. It would certainly have been more sustained interest in playing with a sexual friend, but I was sadly unable, despite repeated attempts, to find a party to join. It's nice that you have the option to join a random group (something Pac-Man Party Royale sorely missed) as well as link up with friends via code, but right now there doesn't seem to be a player base big enough to make an actual selection. Platformers tend to fall into two categories: seat-of-the-pants thrill rides, and places you need a map. This is the second type. So no, it's not exactly one for adrenaline junkies. Even the jumping mechanism - over the sine not of the genre you might think - is curiously sluggish and floating, rather than the zippy bounce you get in something like the Rayman Mini. This is frustrating when a boss keeps tagging you between jumps. Ironically, the game's central gimmick encourages speed: an ever-present 30-second timer will kill you if you can't reset it by hitting the next checkpoint in time. But given that the syrup jump button, not to mention the requirement for exploring thought, is an unreasonable inclusion (if fun). PLATFORMER • Age 4+ • Single player • Support hardware controller • Jon jumper on App Store The pre-story of this puzzler is good: you must get a character from point A to point B on a piece of paper by combining neat folding, rotating and rotating. It's all other things that don't work. The touch controls are often unre responded to (I recommend a joystick), while character movement, perhaps for dramatic effects, is worth pondering. And while I'm sure the sentiment of the game is sincerely mean - its story involves the difficulties of a long-distance relationship - they are delivered in a way that is mawkish and bleak. Most annoyingly, the game shows a trend over time (and several times, at a specific time near the end of chapter 6) to malfunction back to the main menu. The problem is not that you take a lot of progress puzzles, but that you have to sit through unskippable introductory bits again – if you find the story compelling once (which I did not, but you can), you certainly will not find it so on the third or fourth delivery day. PUZZLE • Age 4+ • • player only • Hardware controller support • Fold out on the App Store When the adventure begins, Different Daytime Life turns out to be a relatively regular turn-based side NGO, albeit with a confusing combat system. But adventure is a very small part of this game. Most of your time is spent back in town, taking on (sometimes hilariously trivial) work for increased stat and money. Note that you don't need to actually do the job, or even see it happen; You just need to select it from the menu screen, then wait for the message if you have succeeded or not. The graphics and sound of the game are not surprising in very high quality, and I like the experimental and exotic way that it all feels like a concept. But there is no getting away from the fact that this is basically a pretty dull way to spend your time. The look and sound of this elegant puzzler is great, but it has too many problems for a straight proposal. It's a big shame, because the idea of a Lego-based puzzle game is extremely compelling. For one thing, the controls and cameras are awkward; I played the game from start to finish and at times didn't feel really used to them. It's hard to see exactly what you're doing, and where exactly the piece you're holding is going to be set, and while you can rotate the view a little, then it will return to the default view at an inconvenient time. No zoom. In addition, there is a kind of honesty with quite a lot of puzzles - even if it is of a relatively common type in games of this type. I feel strongly that it will be possible to divine the solution to a puzzle that works entirely from visible clues and components (and the internal logic of the game), but quite often you are trying to guess what arbitrary action will provoke the level into giving you the extra bricks needed for the solution. PUZZLE • Age 4+ • Single player • Hardware controller support (making controls a little easier) • Lego Builder's Journey on the colorful but slightly forgotten Rpg App Store is set in the Steven Universe, er, universe. It is divided into levels, unusually, and your job is to fight baddies (control a team of four characters), solve puzzles and find the secrets. The above puzzles are pretty nice: they're all about moving double stones to reflect beams of light into color-coded pyramids. But combat is pretty samey, because you get some set of action points per turn regardless of how many characters are still alive and the temptation (and seemingly best tactics) is to spam the best attacks and ignore the weaker characters. There were a lot of attacks and items but I wasn't able to find any interesting combos or innings; if there is gameplay depth here it is not quick to announce itself. And as for the plot, where do I find it between nonsense and nonexistent. Perhaps those familiar with the TV show will get more from it. RPG • Age 9+ • Single player • Hardware controller support • Free up Light on the App Store One-on-one beat 'em up of a kind rarely seen on iOS. So Punch Planet is new if nothing else. The cyberpunk cartoon graphics are amazing and I love the atmosphere. But there are not many types: there are only six characters and I've seen only four arenas in which one is an almost featureless training ground. It is possible that more will be unlocked later in the game, or added in future updates. There are not many special moves, and I find some aspects of the game a bit odd. The 'jump over their heads and do a flying kick from behind' tactics that I have (over) used in every fighting game I've ever played don't work, for example, with sprites seemingly unable to change direction in the air. But it feels pretty fast and skillful, and is a pleasant enough distract. FIGHTING • Age 12+ • 1-2 players • Hardware controller support (and a use is pretty much essential) • Punch Planet on the Amiable App Store and attractive platformer that suffered from an (understandable themed) lack of speediness and sometimes woolly collision detection. Actually it becomes easier to play on the hardware controller, since you no longer have to swipe to change direction. Note that the 'confirmation' action can be mapped to the same Menu or button, instead of the expected X or A. PLATFORMER • Single player only • Hardware controller support • Way of the Turtle on this stunning-looking App Store Platformer is clearly reminiscent of Limbo, which is nothing bad; But while that game uses darkness to evoke an atmosphere of fear, Projection feels more magical. It is set in a world of dark puppets: the key is to manipulate the light source to create and transform shadows to move around the levels. It's a smart gimmick but it takes some time to get going and the control method - as on Limbo, to be fair - is a bit frustrating, and the darkness sometimes malfunctions. PUZZLE / PLATFORMER • Age 9+ • Single player • Hardware controller support • Projection: First light on app store Sim skateboards attractive and popular from manufacturers and similar to Alto's Adventures. Mute, chill out images and creates atmospheric bags and there are plenty of special tricks and character customizations to unlock. I would add, however, that a 2D skating game takes the exploration aspect of a Tony Hawk-style offering: stairs, ramps, rails etc. are brought to you in automatic order rather than having to be detected. And squares like me can see that all the skateboard moves look pretty similar when rendered as realistic as they are here. SPORTS • Age 4+ • Single player • Hardware controller support • Skate City on app store Sonic the Hedgehog refuses to quietly go on long nights; not only is hedgehog lightning fast feature in a new movie due out next year. There is a never-ending line of sonic themed games available for devices and tablets. The latest is Sonic Racing, an animated racer who draws some similarities to what many consider to be OG games of this type: Mario Kart. You can race against 15 characters from the Sonic franchise on 15 maps and unlock 15 wisps to give you an advantage in races, whether access to enhanced pads or the ability to suck coins nearby. What's different from Mario Kart is the availability of teams: In Sonic Racing, you race in teams of three with each character providing unique buffs to lend a helping hand when needed. It's good fun, but with a coin collection required to upgrade, it's easy to see that it has been designed with IAPs in mind – even if they're not available while on apple arcade. With Mario Kart now officially available for iOS, is there a place for clones? Some might say yes, but we're going with no. Lewis Painter DRIVING • Age 4+ • 1-4 players • Hardware controller support • Sonic Racing on the App Store If you've ever played 'the floor is lava' as a child - that's probably more of an American thing than him - then this game will hit all sorts of fun nostalgia buttons in your brain. In this case, of course, there is no need to use the great power of a child's imagination because the floor is literally lava, and it is up to you to navigate around the room and levels through furniture, hanging frames and pipes and so on. It's a great idea (and Saturday morning cartoon aesthetics are lovely), but the first 3D perspective makes it difficult to jump correctly. A controller helps, though. PLATFORMER • Age 4+ • 1-4 players • Hardware controller support • Hot lava on the App Store Description App Store claims this is a blend of pinball and tower defense, but by explaining each of these genres loosely, it risks losing their respective best qualities. There is no satisfaction of building a balanced defensive setting - you only smash zombies as they go towards you - and pinball lacks danger and speed. It's almost impossible to lose the ball, which slows down and displays a targeted vector when it's on the paddle – so there's really no reason not to hit that zombie right in the face. In fact, the only time things get dicey is when the ball is stuck ricocheting between objects in some distant part of the screen (which in traditional pinball is bonanza time for your score), leaving you defenceless against the nearest baddies. This left one side to the fact that the story is tedious and sometimes almost ineable, but also strangely striking. I'd rather be playing pinball, even if it's slightly for the walker, than tapping through the screen of chat cartoons. ARCADE • Age 9+ • Single player • Does not support controllers (at least, it doesn't work for me, though changes to the interface show it is said to be) • Zombie Rollerz: Pinball Heroes on the Workmanlike App Store sports sim with some good qualities (fun graphics, accessible gameplay) but a one serious annoyance. Pitching is rewarding because there are so many variations (batting is a completely simple affair), but it's spoiled by the bizarre ina kiemness of a pitching team to last a default 3-innings match without running out of subs/collapsing from exhaustion. Adding insult to injury, conceding a home run caused an unskippable gloating animation that I could actually have lived without seeing five times per game. SPORTS • Age 4+ • 1-2 players • Hardware controller support • Baseball ballistics on the Word App Store game where you work your way through literary classics, rearranging messy sentences and tapping spelling mistakes. Cosmetically lovely, and I'd love to like this – but while the idea seems to be that you get a new-found love of literature by playing with its component parts, my experience is that I skip on the surface instead. And it's finally a little dull. WORD • Age 12+ • Single player • No controller support • Read friendly books on the Relaxing App Store but word puzzles are very travel-friendly. Each level presents you with about 6-8 letters or group letters, and your job is to thread a shoelac between them to form a word associated with the accompanying image. I find it somewhat frustrating that sometimes you'll find a word that matches letters and images but isn't the 'right' answer, and the inspirational messages after all can be cloying. But it is not unpleasant by any means. WORD • Age 4+ • Single player • Support hardware controllers, but it's really weird • Word Laces on the App Store I do my best to give each one of these games a fair crack of whip, but this angry action platformer is so un welcome that I can't get through the first level, despite much effort. The diagnoses are nice enough - a sketchy conglomerate is spiders and hybrid dinosaurs, with predictably dangerous results - but the introductory presentation (while excellent voice action) is too long. Be sure to locate ignore all nodes. And the game itself, while harking back to heyday platformers like Contra and Mega Man, is deeply frustrating: the controls are strange and cymbaling (whether on screen or hardware), and it tends to do cruel and/or malfunctioning things like proctie you on a lower ledge that is no longer visible. Spidersaurs are tough, which is good, but feel unfair, which isn't, and I'm not interested in bashing my head against this particular brick wall anymore. SHOOTER • Age 12+ • 1-2 players • Hardware controller support • Spidersaurs on the App Store Mystery detectives take this extremely serious name from a McGuffinny computer that tells police where to go next. Is this supposed to point out an element of science fiction? Honestly, who knows, but the solution half-hearted, waving about what the whole game is named after the symbolic feel of its overall problems. Every time you arrive at a new scene, you are asked to interview witnesses, discover Area, touch objects and (in a neat mind map screen) track connections between clues. All of these actions can open up new options for dialogue and, ultimately, enough evidence for you to make allegations. The scenes themselves look nice, but the cartoon characters are shonky and infuriatingly slow: tap somewhere and it will take one-year-old detectives to get there, regularly taking a scenic route around a passable-looking object and/or stopping along the way to start a conversation with someone because you exploit vaguely close to them. Many objects look interesting, on the contrary, not tappable - there is what looks like a makeshift grave at the second crime scene, but apparently that is not significant - and the dialogue is clunky and repetitive. Tangle Tower and Jenny LeClue are both much better performing detective games on Arcade, and they are a lot more interesting. DETECTIVE/ADVENTURE • Age 12+ • Single player • Hardware controller support (it's a bit awkward but it makes zoom/rotation action easier) • Murder Mystery Machine on this high-speed Puzzler App Store looks ugly, but more worryingly it is rife with freemium-esque behavior. Whenever you die, the game reminds you that you can spend coins to restart from a checkpoint; Do almost anything for the first time and the game rewards you with a 'skin' for your hethy sprite, which then it nagging you to use. It is impossible to spend real-world money on coins and leather in Hexaflip or in any Apple Arcade game; but it's pretty clear that this was originally designed with grubbing money in mind. And that expresses itself in more basic ways for gameplay than cosmetic gadgets - such as excessive guidance and a difficult curve that is too shallow, both perhaps aimed at keeping players in the game (and potentially spending money) as long as possible. This is a shame because Hexaflip's central me mechanics - tapping left or right to flip a hexagon through an obstacle course as quickly as possible - are interesting and, once it gets going, really hard. I just wish a less mercenary (or mercenary seemed) the game could have been built around it. ARCADE • Age 4+ • Single Player • Hardware Controller Support • Hexaflip on the App Store The oversized sprites are a visual pleasure, but in terms of gameplay this feels like a dosing, largely traditionally Decathlon by Daley Thompson tapping buttons to fit the timer, or simply as fast as you can. A few events, such as football and golf, are a lot of fun, but most are pretty boring. SPORTS • Age 4+ • Single player • Hardware controller support • Big time sports on the Frogger App Store in Toy Town is the most exciting Arcade game I've tried so far It's strange that Apple chose it as the showpiece for this service. Yep, it's Frogger, with only modern graphics and a few concessions to modern gameplay conventions. It is not terrible, by any means - I suspect Apple will not allow any stinkers into the Arcade - and will certainly But it's not exactly thrilling. Most importantly, the swipe/touch controls are not responsive enough to create a very basic 'near-escape danger' feeling to the charm of the original. (Using a hardware controller improves things a little.) And I was getting mildly bored before I got to the end of the first level. ARCADE • Age 4+ • Single player only • Hardware controller support • Frogger in Toy Town on the App Store Want to read more about iOS gaming? We've got separate roundups of the best free iPhone games, and the best free iPad games. And on the accessories side, read our guide to the best iOS game controllers. Control.

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