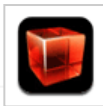




Проект iDevUa создан в помощь iPhone разработчикам Украины и стран СНГ.
Его цель продвижение ваших приложений на рынке AppStore.
«Пусть миллионы пользователей iPhone узнают о Вас»

iAPPLICATIONS

CONTENT



Glass Tower 2 (*Glass Tower 2*)



Description



Screenshots



The first part of the Glass Tower had been in puzzle top-100 for more than half a year.
Now we are glad to present you long-awaited continuation!

Gameplay is completely made over, graphic, physics, bonuses and a lot of other major improvements are added.

Glass Tower 2 is a game with physical collisions and gravity simulation.
Gameplay seems to be easy at first.

The tower is constructed of blocks which are different in size, shape and color.

Your aim is to break all blue blocks and to save as many red blocks as possible.

Blue blocks add a score. Its amount depends on the size of the block. Red blocks subtract your score the same way.

Also every broken red block subtract one "life". You have 10 lives at the beginning.

Black blocks are indestructible and unmovable.

Due to physical-based engine every level can be over in different ways.

Your game progress is always saved, so You can continue playing last level you reached.

Some blocks contain bonuses. When you break such block - the bonus takes off and rises on screen edge.

You should have time to "catch" it, by tapping on it by finger. Action of each bonus is explained during gameplay.

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my counter	
вчера	37
сегодня	24
всего	14399



