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## About This Game

Spin, match, explode... WOW! It's a brilliant new way to play Bejeweled! Get set for a vivid sensory rush as you spin and match explosive gems for shockwaves of fun. Rotate jewels freely to set up electrifying combos, outwit surprising obstacles like Locks and Bombs, and create high-voltage Flame and Lightning gems. When you need to dial up the intensity or fine-tune your skills, turn to Challenge mode or five-minute Blitz. And if relaxing is more your style, kick up your feet with stress-free Zen. No matter the mode, you'll discover new strategies, improve your moves, and find endless ways to win!

- Use the revolutionary Gem Rotator to move gems around and make matches anywhere on the board
- Relax, rev up, refocus or recharge in four game modes ☑ Classic, Zen, Challenge and Blitz
- Clear away Locks and Bombs for magnificent bonuses
- Create Flame and Lightning power gems, then blast them to smithereens just because you can
- Relive your best moves with Instant Replay and see where you rank on the high-score list
- Start playing quickly and easily with in-game tips
- Enjoy eye-popping graphics and special effects... you've never seen Bejeweled like this before!

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Title: Bejeweled Twist  
Genre: Strategy, Casual  
Developer:  
PopCap Games, Inc.  
Publisher:  
PopCap Games, Inc.  
Release Date: 18 Nov, 2008

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English







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Poor controls and combat lacks weight

. Great story Romance Comedy and Drama Keep up to good work MoeNovel Kanako Route The best! ( oh yeah forgot to mention when they gonna add akari route! ). Devs Ruined this masterpiece

. When I Play the game all I see is a Blue sky Nothing else.. Absolutely fantastic game, can't understand why it's not one of the most popular out there for playing with mates. Super fun on the couch together, and the gameplay is far deeper than you might initially think. The buffs are just fantastic, and the graphics and sound are top notch.

As for couch co-op experiences, for us this is up there with Dungeon Defenders 1. Very high praise in our opinion.

We've beaten this twice, playing through again --just as much fun. The game is balanced perfectly. 9.5V10 :). The route is a bit short, but very lovely. I enjoy it quite a lot!. nice... best game ever.. 10V10. The quickness of a Flashgame but the strategy of a full-on wargame.

Pros:

- small game >> quick to download and not much space used.
- simple to learn and gets you in the action fast.
- several different game types: Elimination, King-of-the-Hill, Gold-Mine, Target-Capture, Debt-Collector and a few others up to 4 players at a time.
- several skirmish maps, single player or multi-player (would be excellent on a game system).
- Decent Storyline.
- Decent music.
- several Steam Achievements as well as in-game rewards that give you quick cash when you need it.
- general technology upgrade system
- Strategy is simple, yet deep.
- Difficulty setting matters; not only is the AI stronger but they're smarter. The higher the difficulty, the higher the rewards.

Cons:

- If you're use to over-complex strategy games this will seem overly simple (possibly even boring).
- As far as I know you cannot play as the alien race, but maybe I haven't gotten that far yet.
- though planets do have a population, it is used only as a form of limiting currency in warfare. There is no real economic strategy except "make money >> spend it. Build population >> spend/send it."

All this said:

Nice, Quick, Simple yet Challenging.

7V10. Visually its ok but its boring as hell.. Unexpectedly good. Got this for \$1 in one of the indie paks in christmas, and it really is a very competent point & click, with several additions that enhance the genre. It rewards obsessive clickers with collectibles, and highlights the name of items that you can interact with, and if u tried a particular interaction earlier, the game

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lets you know by making the text white (as opposed to blue, which indicates a new interaction). It also has a scoring\title system (which I assume is based on how fast you solve puzzles + how many collectibles you get).. it's not much but it's there. Lots of dog puns.

Tired of the pirates theme though. Should've left that to Monkey Island.

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My previous review was about how I could not get this game working but I have figured it out. Under the games properties /compatibility I clicked the Run in 640 x 480 screen resolution. If you still have issues, do it for all users also.

The game has lots of videos/listening and cutscenes. They did an amazing job on the art. Just wished it was easier to get it working at first.. gangbangin' with cute boys. Pretty good actually. I see a lot of potential in this game, sadly it does get boring due to the lack of content but since this is 1.0 and was released today its understandable.

Some things that would need work,

Biggest thing, ADD A TUTORIAL or something to read up on controls. Even Dark Souls tells players how not die as fast.

Animations need some work, alot of the movements appeared forced to me.

More weaponry, ammo, and increase weapon damage a tad. I find it interesting that the butt of my M4A1 and instant kill a zombie but 5.56 rounds cant >.>

Increase allied soldiers damage output. I felt like he was shooting nerf rounds.

If possible, look into co-op modes. This game would be interesting with 1-4 players.

Add a soldier customization, not a big one but hey.

Overall score for me, 6/10. I enjoyed playing this and will most likely keep playing. Keep up the good work.

. Boring gameplay. Cool, but it doesn't feel like you are progressing into more difficult levels. Also no highscores, time attack, highest level reached.... atleast not after ~10 levels. Looks good, music and audio OK. Something funny about the physics sometimes though,. One of the best skins in this game ^\_^ . I'd totally remove the "puzzle" tag for this very, very short game.

Basically, this is a sidescroller with some obstacles, where you use one ghost-like character to reach and manipulate objects that the regular character cannot. The game sacrifices the logic in the name of the surreal flavour. Yes, this means "trial and error" most of the time. Like Hapland.

The controls are not horrible, as other people claim. Granted that using X and Z together with WASD movement is very awkward, but you can use Shift and Ctrl instead.

The atmosphere is great at some points, and just off in others. The "Ophelia is Distressed" thing in the first part was great, why did that stop? I was expecting more of that. Actually, I was expecting more of everything, the game is ridiculously short.

Only get this during a sale.. I'm going to say this flat out. I do not recommend this game. Game mechanics were a bit iffy - the puzzles and hidden object scenes works just fine, but progressing was slightly difficult as it was hard to know what to do or what you could pick up. And while nobody over the age of thirteen plays hidden object games for their story, it was a bit dumb.

The biggest problem I had was with text. Or with the way the text was written. Considering that hidden object games rely massively on text for their stories, they should be well written with decent grammar. You will not find that here. I feel that this is mainly because this game was made in another country in a different language, then was translated into English. But the person translating English does not know English well enough to translate correctly - so often there are words that don't make sense (too literal or a phrase translated literally). And because of this, there are a few items in the hidden object scenes that were difficult to find because you aren't exactly sure what you are looking for ('pocket' for example was a purse type object).

So in conclusion - this game was a bit of a bore and a bit frustrating. The badly translated text was too distracting to derive enjoyment from it - detracting from the story. If you must, buy this in a bundle or on sale.. Cool puzzle based point-and-click adventure. Charming voice acted animated story plus mildly challenging puzzles keep it entertaining throughout. Great game for kids--even the adult ones.. Playing this game felt like running in molasses: struggling, slowly sinking. Overall the fights are OK,

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but the running speed and overall features (respawning a thousand miles away, newly looted weapons seem to be not really any upgrade at all) made me to quit the game fast.  
For some people may worth a try however, but don't hope for quick and smooth action.

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