

# FLIP'S TWISTED WORLD

## Turn it up...and down...and sideways!

FLIP WASN'T TRYING to get into trouble. He just wanted to follow in the footsteps of his adoptive father and become a wizard. So who can blame him for sneaking into the forbidden room (the one clearly labeled Keep Out) and taking a look at the magic book called *The World*? How was he to know that he'd get sucked inside without an easy way to return?

Luckily, Flip brought along his magic cube—a talking wizard-training device with multiple-personality disorder. When Flip steps on glowing Power Tiles he earns new abilities for the cube; the first one he acquires is the rotation power. By holding the B Button and turning the Wii Remote controller (or holding a direction on the Control Stick), you can rotate the entire game environment, thus enabling you to walk on walls and ceilings. Twisting the world is integral to the entire adventure, and it allows for some extremely creative level design that adds a significant puzzle element to the platforming.

The early areas are pretty straightforward. In the first

world, The Void, you'll walk along palm tree-filled paths, collecting coins, smacking enemies, destroying monster generators, conversing with helpful characters, pushing blocks onto switches, and occasionally rotating the environment as necessary. At the end is the self-proclaimed Slug King, who you defeat with the aid of a giant salt shaker.

As you acquire Chapter Stones (the keys to escaping *The World*), you'll be able to access other locales, including a medieval castle keep, a lush jungle, a frozen glacier, and a clockwork tower. You'll also earn new cube abilities, such as the use of a spiked flail (that can smash through rubble and defeat otherwise-unbeatable bad guys) and elemental powers of flame, electricity, water, and ice. Despite the game's cute (and extremely visually impressive) exterior, the levels soon become quite challenging and complex—it's not long before you're exploring convoluted stages that look like they came out of an MC Escher painting.

Flip's Twisted World still has



some rough edges, but Majesco appears to be giving the developers the time they need to make a finely tuned platformer; the game was recently delayed from June until September. Assuming the emphasis on quality continues,

this one could be something special when it finally hits store shelves. —CHRIS H.

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[Left] Flip looks like a hobo more than a hero, but he's got all the right moves.

