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Download Games Roundup Review

By [Kristan Reed](#) Published 7 May, 2010

Iraq! Wario! Dodos! Knights!

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Version tested:

Clearly no introduction tapped out in the aftermath of hung parliament fun could resist making some reference to the fact Eurogamer now resides in the UK's first Green constituency. Appropriate, really, because part of the mandate for any download-friendly game is to lovingly recycle the things that other people leave behind.

This week, all four of our selections stick to these fine ecological principles, with Rocket Knight and Babylonian Twins both being recycled from 1993, while Wario Ware's appearance on WiiWare nicely reheats some leftovers from Intelligent Systems' DS release. DodoGO!, on the other hand, rummages through the bins of Lemmings and Dizzy, scrapes off the mould and creates a rather tasty new morsel. Enjoy!

Babylonian Twins: The Quest For Peace In Ancient Iraq

- iPhone / £0.59/ Trial version free

Taking 17 years to get a game to market must be some sort of record, but designer Rabah Shihab hasn't been gorging on coke and hookers. The Iraq War is a pretty decent excuse for tardiness.

Originally destined for the Amiga back in 1993, economic sanctions put the kibosh on Babylonian Twins' chances of reaching the wider world, and the game appeared destined to be shelved forever - until now.

Re-imagined for iPhone and visually overhauled to take advantage of the Apple handheld's crisp display, this thoroughly fiendish platform-puzzler has stood the test of time remarkably well.



Babylonian Twins: Don't mind me, I'm just standing on my brother.

With a nod to Blizzard's long-forgotten 16-bit platformer [The Lost Vikings](#), you must continually switch between two characters and take advantage of their individual skills to collect the four golden palm trees hidden within each level.

Twin princes Nasir and Blasir one can smash through walls, while the other can jump higher, smash pots and drill down through crumbling floors. By touching the top-left of the screen, you can switch between the two on the fly and gradually explore deeper into the level as you open up new routes for one another.

In terms of level design, Babylonian Twins scores top marks, with some superb challenges that provide a true test of your platforming mettle. The problem is, the margin for error with touch-screen controls makes it far too easy to slip up and take damage from the numerous sentries doggedly patrolling every corridor.

With a combat mechanic that only allows you to temporarily stun your foe, you'll continually find yourself losing health and lives due to control imprecision rather than sloppy play, and with no mid-level checkpoint, progress rests on a knife-edge. The frustration of having to start over builds with every failure.

If it had a decent checkpoint system, Babylonian Twins would be excellent, so let's hope future builds respond to the feedback.

7/10

Wario Ware D.I.Y. Showcase

- WiiWare / 800 Wii Points