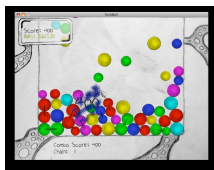


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By: Filip Truta, Apple News Editor



Gameplay screenshot

## [ScribBall Available for Mac. Download Here](#)

*The usual recipe - casual, instant, ball-popping fun*

Need something to relieve yourself from stress after a long week? Why don't you try ScribBall? The only limitation for this playable demo is 200,000 points max score. So who cares?! [Let's start popping some balloons!](#) (or balls). Howling Moon Software's ScribBall is a pick-up and play puzzle game that provides hours of addictive gameplay. Hand-drawn graphics and realistic physics are two of the key features of the game, but also the elements that make ScribBall a truly unique casual game for Mac. The game has you rolling balls/balloons around and tumbling them in a manner you think will fit best, in order to match and (of course) pop them. "To keep things interesting," Howling Moon Software notes, there are a few special balls that may explode, call in a storm to "mix things up," (whatever that means) or jump. But first, you really need to understand the point of the game. You have to remove as many balls as you can by matching colored pieces. When four balls of the same color touch, they pop and disappear. However, when you click on a piece to remove it, allowing other pieces to fall into place, the game adds 4 more. So be careful not to pop too many unnecessary balloons/balls (what are they anyway?). Howling Moon Software's ScribBall is currently at version v1.0.1. This release, issued on May 20 2008, fixes an issue that could cause crashes at startup, but also a bug that caused sounds to load incorrectly on PPC Macs running Leopard. Last, but not least, version 1.0.1 makes the high score screen consistent with the how to play screen - now you can push any key to leave it. Mac owners should note that game requirements (surprisingly) call for G4 or better machine, while the Rage 128 video card isn't supported. Click [HERE](#) to download the ScribBall (v.1.0.1) playable demo. Of course, it's even better if you can buy the game, as it supports independent Mac devs.