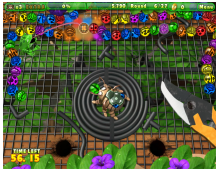


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By: Calin Ciabai, Games Editor



Tumble meets Zuma

## [Tumblebugs 2 Is Addictive Again](#)

*The black bugs are back and it's up to you to stop them*

If you had a game released and that game was downloaded no less than 25 million times, wouldn't you consider releasing [a sequel](#)? Well, Wildfire Studios sure did and this means that you'll have the n-th game that looks, feels and IS Zuma (or Luxor, I have no idea which one was the first and I really don't care). In this game we're not talking about a frog, but a bug (duh!). The story follows the adventures of our hero, Tumble, as she battles her way through backyard USA to set her beetle buddies free before they fall into the depths of the black bug lair. In Tumblebugs 2, the black insects are back and they are meaner, faster and nastier (or, at least, that's what Wildfire Studios promise). Darren Baker, CEO of Wildfire Studios says: "Tumblebugs 2 offers the same, wonderfully addictive gameplay that made Tumblebugs such a huge success, but the game also takes everything to the next level. My team has once again created a stunning title with exceptional art, beautiful special effects and immersive audio...not to mention tremendous fun." Of course, as any sequel should do, this one promises to bring a pack of [new features](#). Tumble will get animal helpers to assist on her mission (I have no idea what this means and I really am curious about it, sounds like fun), exciting new powerups, three different game modes including an all-new one hour rescue mode, new bonus and gold ring challenges and two levels of difficulty. If you'd like to have that translated, here it is: Tumblebugs 2 will make you spend more time playing and trying to break records and stuff. Also, because everything needs to be done in a nice manner, you'll have 30 newly designed locations and about 90 levels of gameplay - which is huge and you know it. So, if you're into it, you can download it right now, for \$19.99. Check the [official website](#) for more details.