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Worlds easiest game mobile

Ten years ago, mobile games were still in their infancy, and both large and small developers were still figuring out the platform. As smartphone technology has evolved, mobile gaming has evolved. It has come a long way since 2010 and we are here to take a look at some of the best and most influential games of the decade - from the first pioneers to the big competitive titles of recent years. The best mobile games of the decade

Editor note: The order of the game is arbitrary. They are not ranked from best to worst. All the games on the list were included because of their quality, popularity or influence. The arcade game pioneers

Angry Birds (2010) Angry Birds is the quintessential mobile game. Today it's a global franchise with too many sequels and spin-off games to count, and it even has two movies under its belt. However, when Angry Birds first came out it was just a small game with great promise. What turned it into a hit was its innovative and entertaining gameplay. It uses sensory controls to create satisfying and intuitive gameplay, with each level presenting its own unique and inventive challenges. Angry Birds also did not rely on microtransactions to progress. Unlocking new birds was as easy as completing levels and mastering the physics of the game. Addictive, entertaining, easy to pick up and play - Angry Birds is without a doubt a mobile classic game.

Fruit Ninja (2010) Before the novelty touchscreens were worn out, tapping and swipe arcade games were everywhere. However, no one had such a simple but brilliant premise as Fruit Ninja - cut watermelons, oranges and pineapples with a finger napkin, as they quickly fall on the screen. Each slash and subsequent splash is as satisfying as the next, thanks to the oily sleek gameplay. Of course, the success of the game led to many knock-offs, but no one fulfilled the idea with the same sophistication as Fruit Ninja. And challenging and entertaining, it's a great game to play on the go to this day.

Doodle Jump (2010) While Angry Birds and Fruit Ninja used the best-effect touchscreens, Doodle Jump took advantage of another component of the smartphone- the gyroscope. This allowed for an innovative movement based on gameplay. Tilting your phone is all you need to propel yourself up to endless platforms. But Doodle Jump has raised the challenge by putting many obstacles and enemies in your path, which you can shoot by clicking on the screen. Charming, fast-paced, but also quite difficult at times, the game instantly became a hit on both iOS and Android. Like other arcade games of the era, it has no ending - the goal becomes a high score. But that's what made it fun and why it's one of the best mobile games of the decade. Free but not paying to win

Crossy Road Simple and cute, it's Crossy Road. Another arcade-style endless game that has evolved into the perfect way to pass the time on the go. The gameplay is incredibly simple - just click to cross the road, avoiding cars and trains. Its charming retro style has certainly helped the popularity of the game, but just as different characters and cards can earn just by playing. Of course, you can also buy characters, but compared to most games of the time, Crossy Road allowed you to have fun without spending a fortune. This is what makes it a mobile game staple and one of the most influential games of the decade.

Plague Inc. (2012) At the peak of the swine flu panic, Ndemc Studios had a brilliant idea to release a game that challenged you to infect the world with a disease of its own making. At the time, several strategy titles made it into the Play Store. However, Plague Inc. has proven that the platform is more than suitable for it with its tactical, but sometimes unpredictable gameplay. It all starts with infecting the patient zero. After that, you have to help the plague develop and spread. You can choose different strains to develop, help the virus adapt to different environments and more. All without having to pay a dime! Plague Inc. is a great game to play on your commute to this day and is undoubtedly a mobile classic that will be a favorite for many even in the decade ahead. Made for mobile indies

Monument Valley (2014) If there is one name that made people realize that buying mobile games is worth it, it's Monument Valley. This indie breakthrough managed to hit all the right notes. Its mysterious atmosphere, gorgeous minimalist visuals and impossible architectural puzzles made it an instant classic. Monument Valley is challenging without being too difficult and although short, its beautiful design can keep you back to over. Today, the game also has a sequel that is as excellent as the original. Together they are two of the best games on the mobile platform and of course two of the most influential indie ever make it onto the Play Store.

80 Days (2014) often regarded as the best mobile game of all time, 80 days of interactive fiction at its best. Before that, the genre was largely ignored, but 80 days proved that it is perfect for a mobile platform. You take on the role of valet Jean Passepartout and your goal is to help your employer circumnavigate the globe in 80 days, like the novel by Jule Vernes. However, 80 Days combines the real story with elements of steamy punk, offering a huge variety of branched narratives. Choice matters! 80 days weaves a fascinating narrative, and each game feels like a new adventure. Like Monument Valley, you'll have to buy it to enjoy it, but it's a mobile classic that everyone has to play at least once.

Приключение Альто (2015) Alto's Adventure and masterful in its simplicity. This is an indie type of rare mobile game that offers a zen-like experience. It achieves it thanks to a combination of minimalist graphics, graphics, soundtrack and wonderful gameplay. Alto's Adventure is easy to pick up, but the difficulty of the rack is fast without upsetting. On the contrary, mastering the game is a slow but satisfying process. All these factors put together made it a hit, which affected many of the mobile games that came after him. However, the closest you can get to the original experience is the official sequel to the game - Alto's Odyssey.

Reigns (2016) King is dead. Long live the new king - you! Reigns is a strange but fascinating indie title that puts you in the place of the monarch. You must reign over your kingdom, carefully balancing finances, keeping the population happy, and controlling the growing influence of the clergy and army. The gameplay is simple - you can make one of two options by swiping the cards. The results can be strange, hilarious or terrifying. Reigns has a huge replayability value, making it an incredibly popular off-blue indie that has managed to attract everyone's attention. Today, the game features two sequels in the form of Reigns: Her Majesty and Reigns: Game of Thrones, which present their own unique challenges and weave their own entertaining stories. This is without a doubt one of the best mobile indie of the last decade.

The puzzles that dazzled us

Tri (2014) Puzzle so exciting and simple, it spawned 2048 imitators - these are threesomes. Another game with a simple but brilliant premise. In a 4 by 4 grid, you combine numerical cards to form higher numbers. All you do is swipe up, down and to the side. But while it may not seem that on the surface, Troika is not a thoughtless swipe game. It is a puzzle with depth that allows you to test and use different strategies every time you play. It's the Tetris mobile era that makes it one of the best and most influential mobile games of the last decade.

Room (2013) Room is the gold standard of mobile puzzle games. Today it has many sequels and spin-offs, but when it first came out it was a unique atmospheric puzzle. It all starts simply - you will find yourself in a room with a locked box. The goal is to unlock it and escape. The lens element allows you to deftly reveal hidden secrets, while the story is told using scattered letters found around the level. Although the story is a bit of a cliché, the music is great and provides a great atmosphere. The puzzles themselves are smart and complex, providing hours of entertainment. It is a classic and one of the most influential mobile games of the decade. At the time of its release competed with

Machinarium - another puzzle game that deserves an honorable mention. Defining genre mobile games

Ingress/Pokemon GO Ingress is a true pioneer of augmented reality. When he came out, he reached the point at the time seemed impossible -- brought video games into the real world. But a game that Basic Ingress systems have made ar titles that they are today - Pokemon GO. It was a real global phenomenon when it came out in 2016, although its early introduction had its problems. It made you feel like you were part of a real Pokemon adventure appealing to young and old. Pokemon GO has actually stroked most of its flaws over the years, and today it offers a complete and rich experience that you can enjoy with your friends. Despite the declining player base, Pokemon GO remains one of the most influential mobile games of all time. And it couldn't have made it this far without the Ingress.

Asphalt seriesIf there's one name that comes to mind when thinking about racing mobile games, it's asphalt. This series of games is really a genre definition. Asphalt games were even preceded by smartphones - Asphalt: Urban GT was the first mobile game of the series. It debuted on Nokia N-Gage in 2004. Of course, asphalt games have come a long way since then. Today, it's not just the best arcade racing games in Google Play - they set the standard for graphics. Asphalt 9: Legends, the latest in a series, offers impressive visuals and smooth gameplay. The races are exciting and competitive and range from classic to time attack and hunted. Topped up with 82 cars to choose from, Asphalt 9 is the quintessential mobile racing game. From small shooters to the battle of royale

Modern Combat: SandstormEvery the genre has to start somewhere. In the case of mobile shooters, one of the pioneers that paved the way for today's hits was Modern Combat. Together with N.O.V.A., these two Gameloft games were among the first real multiplayer FPS games on Google Play. And although Modern Combat launched in 2009, it still deserves a place on our list precisely because it demonstrated that arrows can be a mobile staple. Its gameplay was similar to his Contemporaries console Call of Duty and although not so advanced, it was smooth and interesting for its time. The original game is no longer in Google Play, but many Of the Sequels of Modern Combat are worthy successors.

PUBG Mobile/Fortnite (2018) PUBG Mobile and Fortnite may have a different approach to battle royale gameplay, but their overall popularity is their explosive popularity. They were the pioneers of the battle royale who defined the genre. Both games were created with PC and console in mind, but they switched to the mobile phone with ease and success. Today, both are among the first mobile eSports. They provide all the excitement of their PC colleagues without the need for high PC specs, along with smooth and immersive gameplay that is easy to pick up but difficult to master. They may have appeared at the end of the decade, but their influence is already being felt everywhere. We are confident that they will continue to inspire and influence

мобильные шутеры следующего десятилетия тоже. Call of Duty Mobile Mobile Riding on the waves of popularity created by PUBG Mobile and Fortnite comes Call of Duty Mobile. The game was instantly a hit when it launched this year. With over 100 million downloads in just a month, this is not only our pick for game of the year, but is now the most popular shooter on Google Play. As expected, the game does not have a campaign, but it offers a variety of multiplayer modes, including a battle grand piano. Fortunately, although they do exist, microtransactions do not affect gameplay. Call of Duty Mobile also plays nostalgia with a number of classic cards and characters from the franchise making an appearance. The gameplay is as fun and as competitive as ever, and with numbers like these, Call of Duty Mobile is likely to stay at the top of the charts for quite some time. Competitive non-shooters

Hearthstone (2014) In 2014, esports games of any genre were a rare sight in Google Play. But when Hearthstone came out, it was clear that it was perfect. Competitive card game Blizzard has used its existing IP and knowledge to create a compelling and strategic experience. With several classes of characters and interesting mechanics, it quickly became a sensation. It's perfect for playing on your smartphone too, thanks to the relatively short duration of matches. Hearthstone also implemented a number of interesting items such as Arena, which tests your skills without your favorite deck, as well as the adventures of a single player you can purchase for a small fee. While the popularity of the game has kind of fizzled in recent years, Hearthstone is still one of a decade of defining mobile gaming.

Vainglory (2015)MOBA or Multiplayer Online Battle Arena is a notoriously competitive and difficult genre. In the early days of mobile gaming, it seemed impossible to have such a game on the Play Store, especially one that is balanced and one that uses touch control well. However, we only have that in the form of the pioneer Vainglory. Called mobile DOTA by many, this game is a worthy mobile successor to the MOBAs of old. It has a familiar three-lane map with turrets, and a Vain crystal as the last obstacle you need to destroy. Vainglory is fast paced, but it's not watered down by the PC MOBAs version by any means. Better yet, it doesn't really have to pay for winning mechanics. You can choose from 50 well-balanced heroes that are unlocked with game currency. However, the currency can be earned simply by playing and performing missions. This makes Vainglory not only a great MOBA, but the best mobile game of its genre since this decade. The ports that shine on the mobile

Stardew Valley (2019) Stardew Valley is an agricultural sim, but it can offer much more below the surface. It's a useful RPG that any harvest moon fan It offers an interesting experience that has an almost universal appeal, as well as a great, fascinating story. What's what his mobile port is so big that it made no compromises. All your favorite places are still there - from the Pelican City Community Center in the Calico Desert. Fishing is actually a little easier, and touch control doesn't interfere with gameplay. This is the same charming game with the added benefit of being able to play on the go.

Minecraft (2011) Minecraft is another game that is a global phenomenon. When it first came out it was hard to avoid - with the first YouTube page on every gaming related site, he conquered them all. But its first mobile iteration, the Minecraft Pocket Edition, was a smaller version of the original. Smartphone technology at the time could not cope with the full game. But today you can enjoy in full glory on Android. Construction, study, crafting - it's all there. There isn't much else we have to say. Minecraft is a classic and game that made it even more enjoyable when played on the go.

Final Fantasy 1-7 (and 9)Square Enix was one of the first top-level gaming studios to take mobile devices seriously, and it all started with their outstanding, albeit expensive mobile ports. In just a few years, Square Enix has dropped Final Fantasy 1, 2, 3, 4, 5, 6, 7 and 9 along with Chrono Trigger and Final Fantasy 4: The After Years. The company has also released several ports Dragon quest, Romancing SaGa 3, The Secret of Mana, World Ends With You, and Final Fantasy 15: Pocket Edition. These games were never the absolute best in their genres, and not every port was the perfect picture. However, a huge number of them perfectly demonstrate how much the developer can benefit from the use of a modern mobile platform to remake the old classics. Square Enix had a fun new port every two or three months for a few years and they were almost always titles big enough to talk about. That's more than good enough to mention in this list. The Search for Mobile RPGs

The Bard's Tale (2012) The Bard's Tale spent much of the early decade as the final ACTION RPG for mobile devices. It's true that this is actually a port PC game, but the mobile version was so good and still ahead of its time that it would be some time before anything could profitably compete with it. The game included fairly decent on-screen controls and controller hardware support, a rarity at the time. Mix in quirky, hilarious dialogue and a surprisingly good story, and you'll end up with a popular game with a super high google Play rating. It was a paid premium game and it eventually fell to the overwhelming popularity of free-to-play mobile RPGs. However, anyone who wanted a good RPG experience in the early days of the decade got this game as a recommendation. Summoners War/Puzzles gacha RPG is one of the most popular mobile genres that has started its life over the last decade. It all started innocently enough with games such as War of the Inductees and Puzzles and Dragons. However, these games have exploded in popularity in a very short period of time. This has led the way for industry leaders like Final Fantasy Brave Exvius along with smaller but still successful titles like Another Eden, Azur Lane and Destiny/Grand Order. All mobile GAcha RPGs have similar mechanics. There is a narrative that moves the player forward along with a bunch of time special events that rotate to keep things fresh. Players summon new characters in the hope of pulling out the top tier character and updating them to try to survive the possible creep of the power of the game. We know that many people do not like to play games freely, but for some reason people love the game. They have some of the most ardent fans of any genre on a mobile phone. Money makers

Supercell Games (2012) One developer stands above the rest when it comes to the durability and revenue derived from mobile games - Supercell. The creators of Clash of Clans and Clash Royale, Supercell has dominated Google Play since 2012. While their games often illustrate some of the worst aspects of mobile gaming, such as Pay Don't Wait, we can't deny the impact the developer has had on the mobile gaming industry as a whole. In fact, Supercell has discovered many of the trends that we are now seeing around the world. We've seen a shift to cartoonish aesthetics in mobile titles, including the now infamous guy with an open-mouth sketch that many copycats use. But we also should not deny that games like Clash of Clans can be very interesting for the right audience and have a certain strategic and competitive appeal for them. This is our pick for the best and most influential games of the last decade. There are many other titles we would like to include, so let us know what your favorites are in the comments below. Let's hope that the next decade will bring us even more amazing mobile games. Games.

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