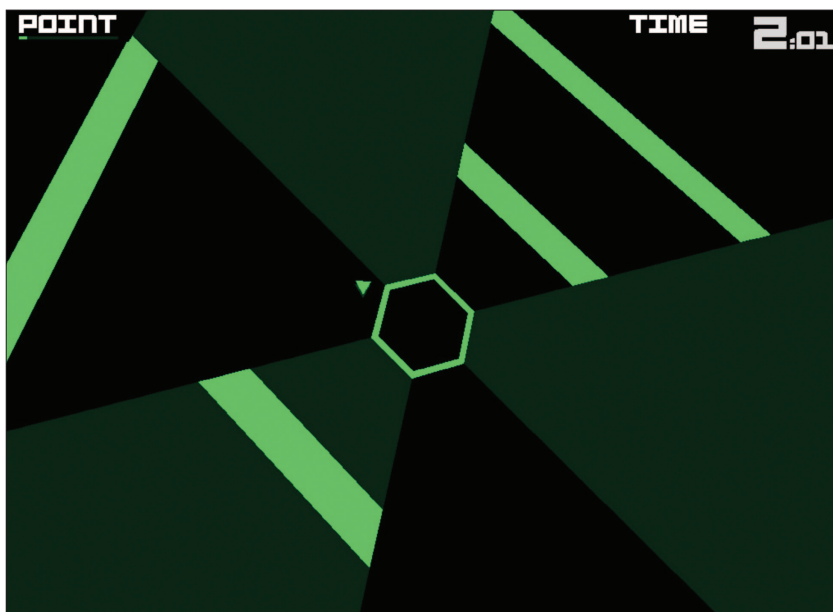


Super Hexagon

It's very easy to get into a trance when playing Super Hexagon. Not an altogether unpleasant one, mind. But the techno music, flashing retro graphics and intense focus required send you into a loop of constant restarts, and it's very easy to plan on a quick go, then look up bleary-eyed to see that you've been staring at your screen for an hour and have ended up back at the bus depot. It should come with a warning about not playing it on public transport.

The gameplay and presentation is simplicity itself. The titular Super Hexagon is always at the centre of the screen, and other geometric wireframe shapes are constantly being sucked into it. You play a tiny arrow on the edge of the hexagon, and it's your role in proceedings to rotate around the centre to ensure you're never crushed by the incoming shapes.

It sounds easy, and perhaps a little thin when we point out that you only need to stay alive for a minute or so to unlock the three extra levels. That's misleading; the twitchy gameplay is so difficult that staying alive for those 60 seconds becomes your own personal Everest.



It's brilliant, though: you simultaneously love and hate it, but the frustration of a sharp difficulty curve won't stop you pushing that retry button time and again. – **ALAN MARTIN**

iPhone/iPad | ★★★★★☆; £1.99; bit.ly/WkVEP2

[Read more at bit.ly/UNCHYU](http://bit.ly/UNCHYU)

Wonderputt

There's crazy golf, and then there's Wonderputt: one connected course of 18 holes, and a series of beautifully animated, wildly imaginative sporting puzzles.

What seems at first glance like a simple journey to the top of this strange course soon becomes an unpredictable chain of transforming landscapes (such as a field of cows being abducted by aliens to clear the path to the holes) and sudden jumps to new worlds (like the inside of a deconstructed missile). It's wonderful to look at and largely a joy to play, although occasionally it's tricky to get the precision required for delicate shots.

Of course, the meat of the game lies in self-betterment. The first time around you'll be marvelling at the oft-changing, architect's drawing-like look, but from thereon in you'll be trying to beat your score. It's crazy golf played against yourself, and the simple, drag-to-whack controls still manage to offer the opportunity for some neat trick shots.

It's a bit of a one-trick pony, perhaps, but what a trick. It takes the tedium and the posturing out of golf, turning it into a thing of delight and surprise. And not a sun-faded plastic windmill in sight.



Deft, beautiful and reliably surprising, the artfully surreal Wonderputt is golf for people who don't like golf – and maybe the people who do too. – **ALEC MEER**

iPad | ★★★★★☆; 69p; bit.ly/Vun4mo

[Read more at bit.ly/WiwQqu](http://bit.ly/WiwQqu)