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Although there are multiple mobile manufacturers in the market leading to increased competition, games have been developed for every single popular mobile platform. Same is the case for Save The Beetle, which is a simple-to-play fun game. Games have always been appreciated by mobile users as they have the capacity to bring in the entertainment level. Playing games relaxes and refreshes our mood to a great extent and are an entertaining factor in the boring daily routine.

Save The Beetle is one of the best iPhone games such game that tries to create a feel-good mood. This game is developed to run on iPhone as well as on Android 1.6 or higher versions. The objective of the game is, as the name suggests, to save the beetle from being killed by the firing from different directions. The beetle has to be saved for as long as you can to gain high scores. As the game begins, the Beetle is attacked by firing of particles from random directions, you need to move the device based on inclination around the screen to save the Beetle from dying. There are a total of three levels to finish the game. The Beetle needs to eat ten bugs to complete each level successfully as each bug credits ten points in your account. With the advancement in every level, the background themes, speed of firing, background music, bonus points and food changes. In all stages the user is provided with three Beetle lives. Securing 100 points i.e. full score in a level will benefit you in the next level.

Extra points can be earned by catching the flying bonus while playing. You can earn an 'extra life' bonus as well during the game. As you progress to the next level the complexity of the game doubles. Random Particle Attacks, Speedy Fire Attacks, Ball attacks, Time-limit and Negative Points are some of the difficulties which crop up with every advancing level. If the fire ball accidentally hits the beetle, it dies and you lose one life. The game offers bonus scoring to encourage the gamer to play more attentively and win. Bonus Points, Golden Points, Extra Bonus life, Extra Food Bugs and more on the field are offered when the gamer scores remarkably well. The big bonus can be earned only when the gamer manages to collect 7 bugs, it is then that the Beetle turns into a predator for 2 seconds and is capable of eating the fire ball and earn 50 points. The game has regular scoring, special scoring as well as negative scoring that makes the game more challenging and exciting for gamers to clear all levels.

The game runs on the Accelerometer feature of the device. A simple yet exciting game for people of all age groups and promises some thrilling moments while playing the game which will create a need to make a high score.

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The author describes the functionalities of a simple to use and an interesting a [best iPhone games](#), a [Save the Beetle](#). Get an insight into how the game is to be played and its objective.

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