# Sky Burger

*Sky Burger* is a <u>strategy video game</u> developed by <u>NimbleBit</u> for <u>iOS</u> and Android devices. The game was originally released in 2009. [1]

#### **Contents**

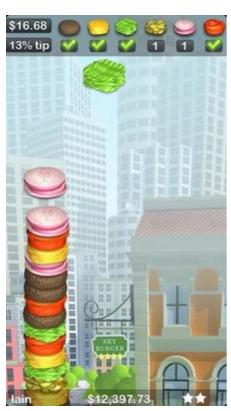
Gameplay

Reception

References

**External links** 

## **Gameplay**



Sky Burger gameplay

In *Sky Burger*, players stack ingredients to fill specific orders and complete a burger. [2] The ingredients, patty, cheese, lettuce, pickle, onion, and tomato, fall from the sky, and the player must tilt the screen left or right to catch them. Once the order is

Sky Burger		
Game logo		
Developer(s)	NimbleBit	
Publisher(s)	NimbleBit	
Platform(s)	iOS, Android	
Release	May 21, 2009 (iOS), 2009 (Android)	
Genre(s)	Strategy	
Mode(s)	Single player	

filled, the player gets money and a tip and then continues making more burgers. The tip is based upon the cost of the burger and how well the player did catching the ingredients and avoiding the unwanted ingredients.

The burgers which the players assemble are randomly selected, and one burger called the "Sky Burger" lets the player stack as many ingredients as they are able to with no limit as long as the player avoids the falling hamburger buns.

The difficulty becomes harder as the player successfully makes consecutive orders. Ingredients, as well as the hamburger buns, fall much more quickly. The required amount of ingredients is higher. However, if a player fails to complete an unfinished order due to accidentally collecting a hamburger bun when they have not collected

all of the ingredients needed to make that order, the difficulty is set back to the beginning, and again becomes harder as the player progresses.

## Reception

The game is rated about 4/5 stars by users on the App Store. On the Android Store it received a 4.2/5 from users.

Chris Barylick of <u>Macworld</u> mentioned that the game "makes great use of tilt controls for the iPhone and iPod touch," but "the game can feel a bit directionless, which both works for and against it." [2]

Aggregate scores		
Aggregator	Score	
GameRankings	65.00% <sup>[3]</sup>	
Metacritic	80% <sup>[4]</sup>	

## References

- 1. Rogers, Scott (2012). Swipe This!: The Guide to Great Touchscreen Design. John Wiley & Sons. p. 268. Google Books (https://books.google.com/books?id=Jd9l1zaQf7kC&pg=PA268&d q=%22sky+burger%22&hl=en&sa=X&ei=dadrUqA9y4yQB6m3gZAC&ved=0CG8Q6AEwBw#v =onepage&q=%22sky%20burger%22&f=false)
- Barylick, Chris (29 July 2009). "Sky Burger for and not caring for the iPhone" (https://www.webc itation.org/query?url=http%3A%2F%2Fwww.macworld.com%2Farticle%2F1141959%2Fskybur ger.html&date=2014-02-01). Macworld: Games. Macworld. Archived from the original (http://www.macworld.com/article/1141959/skyburger.html) on 1 February 2014. Retrieved 1 February 2014.
- 3. "Sky Burger Reviews Gamerankings" (http://www.gamerankings.com/iphone/967477-sky-burger/index.html). Retrieved August 10, 2014.
- 4. "Sky Burger Reviews Metacritic" (http://www.metacritic.com/game/ios/sky-burger). Retrieved August 10, 2014.
- 5. https://itunes.apple.com/us/app/sky-burger/id311972587=25 October 2013
- 6. <a href="https://play.google.com/store/apps/details?id=com.nimblebit.SkyBurger&hl=en=25">https://play.google.com/store/apps/details?id=com.nimblebit.SkyBurger&hl=en=25</a> October 2013

## **External links**

- NimbleBit Official Website (http://www.nimblebit.com/)
- Apple App Store (https://itunes.apple.com/us/app/sky-burger/id311972587)
- Google Play (https://play.google.com/store/apps/details?id=com.nimblebit.SkyBurger&hl=en)

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