



Word Biome

A word roguelite for iPhone

Rated 4+ · No ads, no accounts, no energy timers · Game Center and iCloud

Spell words from a board of letter tiles, and every real word strikes the creature in front of you. Three handcrafted felt biomes at launch, the Coral Reef, the Whispering Woods and the Crystal Caves, each with ten levels and a boss. Every creature is a real animal with a field card of true facts, and a new biome is designed to arrive every month.

Spell, fight, explore



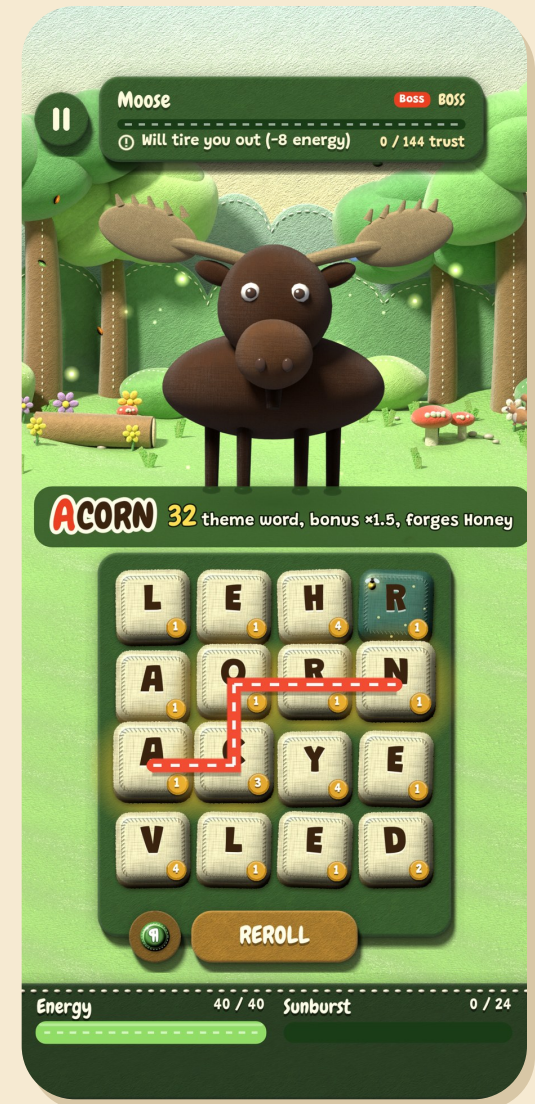
Spell to fight

Every real word strikes the creature. Longer words hit harder, and theme words earn a bonus.



Three biomes at launch

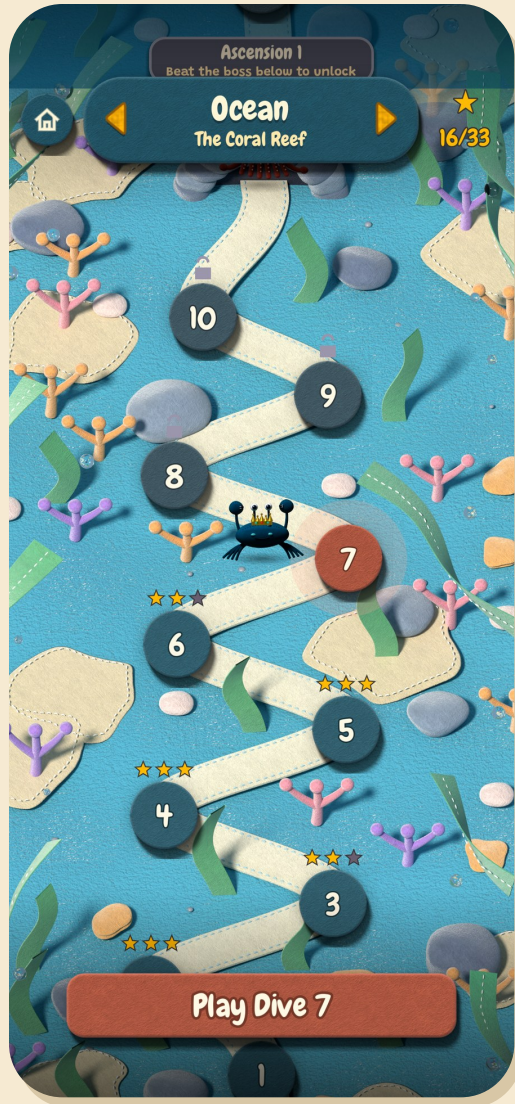
The Coral Reef, the Whispering Woods and the Crystal Caves, with a new biome planned every month.



A boss in every biome

Each biome ends in a boss that changes tactics at half health.

Progress, play daily, learn



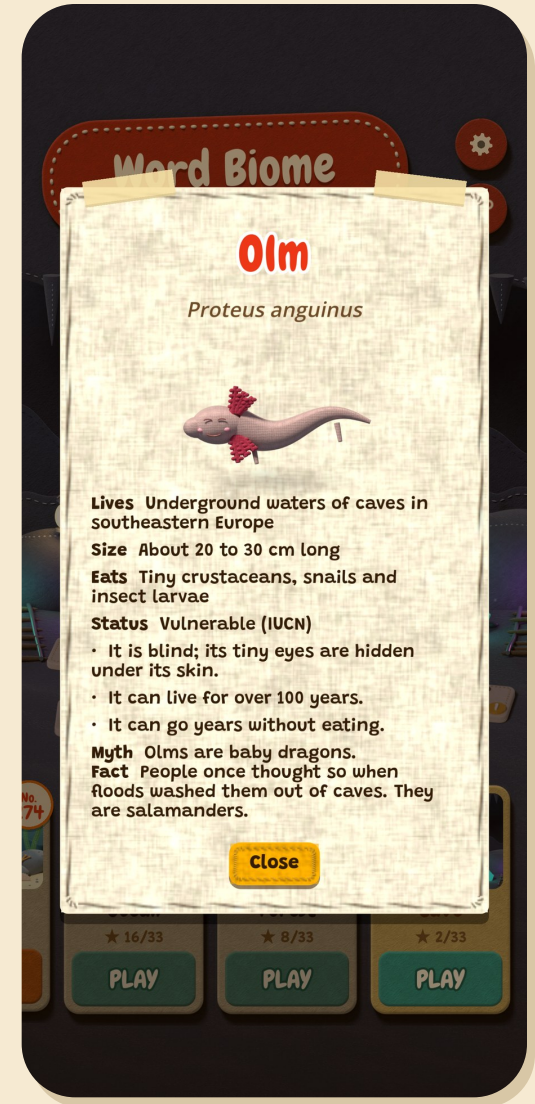
Ten levels a biome

Up to three stars on every level, then four Ascension tiers with harder rules.



The Daily Run

The same five fights for everyone, one attempt, and a Game Center leaderboard.



Real animals

Every creature has a field card: where it lives, what it eats, and a myth set straight.