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"Make a Word" is a point and click adventure game that will make you spell words that you didn't even know were in your language. The game is based on the methodology of Getting to Know a New Language, using meaningful games to teach new words and not learning words through just repetition. The original game was first launched in Summer 2005 on the Mac platform and has since been revised and made available on all the major platforms from Nintendo Wii to iPhone, Microsoft Windows, Android devices and now Linux and Windows Phone. "Make a Word" is a language learning game that will, most of the time, not only introduce words but also will take the learner

into the world of a foreign language, by using and teaching new languages to the player. Features: 9 different languages: English, French, German, Spanish, Italian, Portuguese, Polish, Russian, and Japanese. World map to travel to and from any of the game cities. Multiple dialogs to choose from in both games: highscores and a word. At the beginning of each game, the player chooses a word from the main character's vocabulary to learn. In order to learn a new word, the player clicks on that word, and gets an animation of the character in the appropriate scene, and continues with his/her adventure. (See Character Animation of Game) The player is shown a list of real English words and the correct word, if the guess is correct. In the case of the game, the player is shown a list of real French words and the correct word, if the guess is correct. The player gets the opportunity to learn more words, by selecting one of the words or dialogs. If the player gets the word that is on the scene right, the player gets a +1 point and the scene is animated a second time, and then a third time. In this manner, you continue to learn more words. By clicking on a word that the character says, the player is made aware of

an opposite word, when the guess is correct. The character will continue to say the opposite word. The player can choose words from multiple games on each location. Real-Life Words and the Correct Word This is basically the brain of the game. It takes the player through a series of games of an established vocabulary, in order to learn how to spell new words. Unbalanced Cards This game is balanced in a sense that

In The End Features Key:

Control of the PilotXross which is a humanoid dinosaur piloted by the player

- Enemie pilot armor supply drops
- 2 enemy scientists

PilotXross(????????)

PilotXross(????????) Game Description:

Rogue Planet Antarctica Mining Camp!.... Are some codes missing? Are some Controls? Are some enemy pilots?.... Just you should make them your friends, and that is your mission and your duty

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