

NintendoWorldReport

ISSUE 9

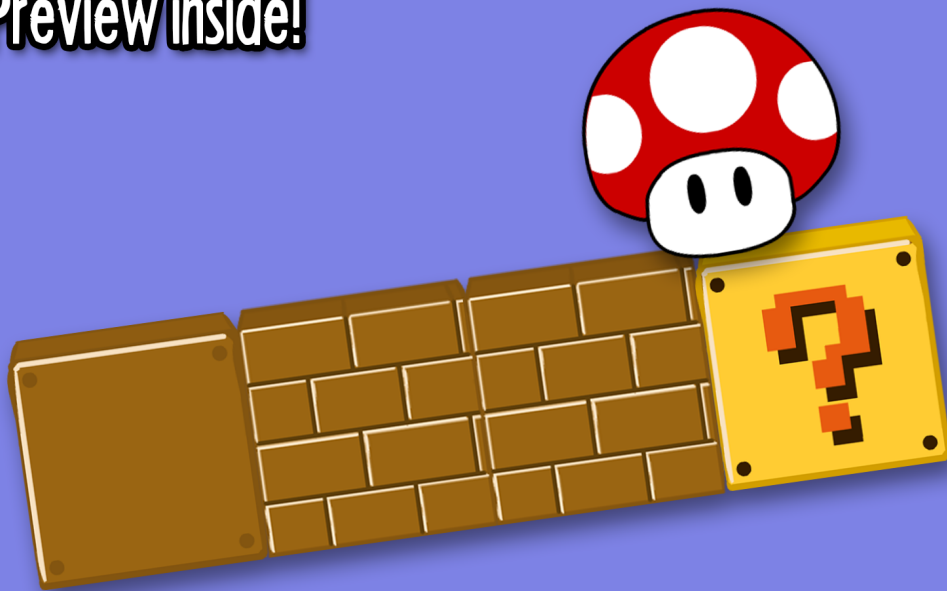
POWERED  OFF

NES MEMORIES: 30 YEARS OF FAMICOM

It's all looking up from here!

SKYLANDERS SWAP FORCE

Preview inside!



CLOUDBERRY KINGDOM

Check out our review!

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ISSUE 9

AUGUST 2013



THIS MONTH

By Nicholas Bray



This issue we push forward with some more previews and impressions, which include, Skylanders SWAP Force, Etrian Odyssey Untold, Ryū ga Gotoku 1&2 HD and Darumeshi Sports-ten.

Feature wise, we have all of the NES memories from various staff members and also some game developers from companies such as Renegade Kid, Two Tribes, Next Level Games and Yacht Club Games.

Reviews include, Nazo no Murasame Jō, Attack of the Friday Monsters! A Tokyo Tale, Art Academy: SketchPad and Cloudberry Kingdom.

All this and much more!

Please enjoy the issue!

We are also hoping to start a Game Idea of the Month page soon, but we will need you readers to send in your ideas to make it happen. So send in your ideas and you may be published in a future issue!

Send them to: poweredoff@nintendoworldreport.com.

Skylanders SWAP Force

By Carmine Red

Original Publication: July 29, 2013

Skylanders isn't all toys - it looks like there's a hefty game under here too.

The combination of iconic characters, action figures and toys, and a videogame franchise can be a powerful one. At a hands-on demo for Activision's upcoming Skylanders SWAP

Force, it soon became clear that people would start playing favorites amongst the 100+ playable characters in the game (and their associated real world collectible toys). For instance, Activision Publicist Claire Gregory predicted great things for new character Roller Brawl, an edgy, undead, magenta-and-purple themed character who skated through levels on roller blades and wielded dual fist-mounted blades when things got nasty.

Did Roller Brawl deserve Gregory's backing? I picked up the character's figurine and placed it on the game's portal accessory. Seamlessly, the video game on the television introduced the character I would soon be playing as in a stylish but short preparation sequence before dumping me back into the game. I then discovered that Roller Brawl's special attack was charging up her blades and then skating around with her arms swept behind her, forming a "V" of energy that damaged enemies I skated past but not into. Skating right between two enemies and damaging both of them at the same time this way, I couldn't help but think that Roller Brawl indeed had something special.



But Roller Brawl wasn't even one of the new "Swap Force" characters that Activision is introducing with this third iteration of the franchise. The idea behind these characters is that each action figure is actually two parts: a top and a bottom. Held together by a satisfying and solid magnetic connection at their waist, a Swap Force character's legs determined their method of locomotion while everything from their torso up tracked their general level, experience, and attacks. Just as Skylanders has always had certain side-missions and bonus levels that were only accessible to characters of a certain element, now SWAP Force would also have special bonus challenges that players could enter if their character had the right locomotion.

These levels did a lot to vary the standard action gameplay of the core experience: enter a "bounce" specific Swap Zone and you'd be in a platformer-type

mini-game, having to bounce across floating islands in the sky. Enter a Swap Zone reserved for characters who sped along on wheels and you were suddenly in a racing game, using boosts and dodging obstacles to get to the end of a race course before time ran out. It was also easy to understand which bottoms qualified, as the Swap Force characters had an icon prominently

displayed at on the figurine's base that matched in-game indicators for each Swap Zone level.

It's worth nothing that mixing and matching the top and bottom of two Swap Force characters was reflected in the game too. The names of the two original characters combined into a new one, and graphically you could see the top you had chosen, the bottom you had chosen, and all the appropriate animations you would expect.

This attention to the game component of the Skylanders franchise is felt in other ways. Playing the Xbox 360 demo, the simple controls felt solid and satisfying. Characters had regular attacks, a movement-based special ability like dashes or (oh-so-awesome) teleporting, the ability to jump, and, once players unlocked the ability, special attacks like Roller Brawl's flying V of death. The level I played was linear but certainly didn't seem so. Within the first 30 seconds I defied the instructions I'd been given and leaped to a side branch of the level, something barely within view on the left of my screen.





Another time, I found a mounted set of binoculars and, looking through them like in *Super Mario 3D Land*, triggered an event where an enemy wandered too close to an otherwise benign "Gobblepod," and was promptly eaten and dropped a collectible for me to pick up when I reached that section of the level later.

There were other touches of the game that I witnessed, but couldn't experience fully. *SWAP Force* seems to be chock full of cinematics. There was a lot of talk of recapturing the sense and quality of the Saturday morning cartoons that many of us remembered from our collective childhoods. On the other end, the game has borrowed from more modern sensibilities through giving players choice in character progression: at a certain point when powering up a character, you will have to choose which branch of upgrades to pursue, enhancing different abilities of the character based on your chosen play

style. I didn't get to experience co-op play, though I could see how the abilities of some characters, like projecting a protective, defensive, wall of fire, would go far in enhancing a two-player experience. And though the demo on hand was the Xbox 360 one, I was promised the ability to play without a TV and with visuals only on the Wii U GamePad.

With 16 of the new SWAP-capable characters, 16 new core characters like *Roller Brawl*, 16 new series 2 and 3 versions of popular favorites, and the slew of previous compatible toys in the franchise, players could be starting up *SWAP Force* with more than 100 compatible figurines. But my time with the demo was an eye-opener. To think about *Skylanders* and focus only on collecting all the toys is reductive. There's a video game here too, and hopefully one as engaging and fun as Activision made sure to hint at with this demo.

Etrian Odyssey Untold: The Millennium Girl



Original Publication: July 9, 2013

By Andrew Brown

Dungeon crawling returns to its roots.

During my time with Atlus at E3 2013, I was given the opportunity to check out their latest offering in the dungeon-crawling Etrian Odyssey series.

The fifth game so far, Etrian Odyssey Untold: The Millennium Girl, which is actually a remake of the original game, contains two main story options. Classic mode acts kind of like a retelling of that first game in the series, whereas the expanded story mode features more emphasis on dialogue, with plenty of interaction between your party members and NPC cast members. The expanded story revolves around searching for the origin of the Yggdrasil Tree and the discovery of a mysterious girl found unconscious in an underground tomb, having apparently been there for a 1,000 years.

Both story modes feature updated 3D graphics, StreetPass functionality and gameplay conveniences, such as the ability to fast travel to particular points in dungeons.

The artwork matches the same style as previous games, and that's a wonderful thing. The game will feature animated cutscenes by MADHOUSE Inc, dialogue voice overs and the option to play the game using orchestrated background music.

A new addition to the series is the ability to harvest Grimoire Stones, which can be synthesised and equipped onto weapons to change their properties and learn enemy skills, essentially blurring the borders between the different character classes.

There will also be new difficulty levels, Picnic and Standard, to assist new players who are unfamiliar with the series. Veterans can choose Expert difficulty to face new challenges.

If you liked the previous game in the series, this game is certainly one for your shopping lists, whether you played the original version on the DS or not.

The game is coming out this summer on the 3DS eShop and retail at the same time.



Original Publication: August 12, 2013

By Danny Bivens

Throwing giant traffic cones at the Yakuza is always a good idea.

The announcement of Ryū ga Gotoku 1&2 HD (Yakuza 1&2) for Wii U wasn't exactly an earth-shattering event. Not only that but, at the moment, the game isn't even announced for Western markets. Still, with the series being extremely popular in Japan, this is just another avenue for Nintendo to show fans in Japan that there are some games to play, even if this one is a little bit dated. I missed out on the Yakuza on the Playstation 2 back in 2006 and have always been interested in the series. Without really knowing too terribly much about it, I decided to take the plunge and purchased it shortly after it launched on Wii U. While many elements of the game are dated by today's standards, after playing the game for about six hours (so far only Yakuza 1), it is easy to see the appeal.

For those of you unfamiliar with the series, the game is centered behind Kazuma Kiryu, a member of the yakuza who is rising up in the ranks of his gang family. After taking the rap for a crime his good friend committed and spending ten years behind bars, Kazuma is in search of his old friend/potential love interest Yumi and 10 billion yen that was somehow misplaced by his buddies. Without spoiling too much of the story, this all involves wandering the streets of a fictionalized version of Shinjuku and beating baddies with baseball bats, park benches and golf clubs. More specifically, the game takes place in Kabukichō, which in the game is referred to as Kamurochō. In the real world, Kabukichō is known as the entertainment and red-light district in Tokyo. The area is full of movie theaters, eateries, clubs, bars, hostess clubs, brothels, and of course, organized crime. The digitally recreated world is extremely detailed and very similar to its real world counterpart. While many of the restaurants and shops have been changed, you can even still find real shops that are actually in the area. If you want a semi-realistic look at what it is like to walk around modern day Japan, outside of the original Shenmue, this series has what you're looking for.

First of all, in this new Wii U incarnation, players have a few options when it comes to control. You can choose to play



using the Wii U GamePad or Wii U Controller Pro. I mainly played the game using the Wii U Pro Controller, but occasionally used the GamePad. Off-TV Play is also supported. Gameplay is divided into two different segments. Exploration and wandering around the city play a big part. The world is full of different shops that you can visit ranging from restaurants, convenience stores, hostess clubs, bars and even places like arcades, batting centers and bowling alleys. You aren't able to enter every single building or wander down every nook and cranny, but there is still quite a bit to do outside of the main game.



Outside of exploration and interesting story, there is a heavy emphasis on battles. While meandering around the city, Yakuza thugs will often come up to you and pick a fight, akin to enemy encounters in RPGs. Players control Kazuma with the left analog stick, can do light attacks with Y, heavy attacks with X, and can grab with A. Once you have an opponent in your grasp, you can press Y to do successive hits, or X to do a heavy or special attack. The A button is also used to pick up items to use in combat. Weapons range from standard things like knives or bats to bicycles and huge traffic cones. Special attacks can only be used after building up a gauge that rests right below Kazuma's health. Once it's full, you can do a grapple special attack or special attacks with weapons by pressing X. For example, if I'm carrying around a bicycle and use my special, Kazuma slams the bike over the guy's head, causing copious amounts of damage. L is used for blocking, and R is used to keep Kazuma facing an enemy, and if you use R and hit A and a direction, he'll shift away from enemies.

Combat, while complicated, is not difficult to get used to, but it's certainly not perfect. The original Yakuza was released in 2006 (late 2005 in Japan), and even by those standards, it was still a little clunky. For example, when Kazuma gets into a combo move and you are positioned just a little bit off from an enemy, he'll continue punching and kicking midair while the enemy looks on or gets in a few cheap shots. It isn't hard to adjust to after some time with the game, but it does show how far open 3D fighting has come over the past few years.

Graphically, Yakuza is a little messy as well, but we are dealing with an HD version of a Playstation 2 game so this is to be expected. Main character models look fairly detailed and acceptable, but NPCs are extremely low poly-count messes. Textures in the game are sometimes washed out and pre-rendered cut scenes look exactly like their PS2 counterparts. Some of the cutscenes were obviously rendered with the in-game engine, but were then recorded and put in as a video. It is cringe worthy, but thankfully few and far between. Voice acting is superb and believable and the various sounds around Kamurochō sound exactly like what you would expect from a bustling city. Most interactions are text based, while others are using the game engine for cut scenes.

Despite the technical flaws with certain visual elements and hiccups in the battle system, Yakuza tells a really interesting story that feels like a real Japanese gangster movie. Being able to explore this section of Shinjuku is part of the unique quality of the series that give gamers a chance to discover the underbelly of Japan without getting their hands dirty. Given the lukewarm appeal to the Yakuza series in the West, it's difficult to say whether Nintendo fans around the world will be able to try out this series on Wii U. Try to refrain from throwing traffic cones at Sega if it doesn't happen.



Darumeshi Sports-ten

By Danny Bivens

Original Publication: August 13, 2013

Nintendo 3DS
Impressions

Nintendo has their own take on free-to-play, this time with coupons.

Darumeshi Sports-ten (shop) came out of nowhere after the Nintendo Direct on August

7 in Japan. This Nintendo developed game is a collection of simple baseball related mini-games that players can purchase inside the application. Mini-games range from simple things like pressing the A button to hit baseballs being lobbed at you to whittling a new baseball bat. It's weird, funny, and full of the Japanese wackiness that I have come to love so much.

After selecting the Mii that you want to use, the game starts out by introducing you to Inuji, an owner of a small baseball shop near your house. After introducing himself and what his shop is all about, Inuji goes on to talk about how there are many young people out there that want to grow up to be professional baseball players. Many of them run into some problems when trying to do this in the sense that practicing isn't always ideal. For example, you can lose a ball through your neighbor's window and get yelled at. Inuji tells you about this video game system called a "4DS" and some special baseball software that was developed for it. Using this "Hontendo" developed gaming machine, gamers are transported into their televisions and don't have to worry about the same problems you would in the real world.

Your Mii ends up taking the 4DS back to his house, which looks mysteriously like an extremely large, yellow and blue 3DS. After getting home, you are able to play a game that you borrow from Inuji; you literally step into the bottom screen of it and are plunged into the television. The games themselves resemble old Famicom cartridges, but they plug into the top



of the 4DS. It's funny, semi-nostalgic, and cute.

I haven't had a chance to try out all of the mini-games that are available, but I did get to try out the completely free demo of the mini game (which I later purchased) titled Utsu Kaikan, or literally, "Pleasure Hit." The game has the player's Mii in a batting position hitting baseballs. Before the game actually started, the pitching machine sprouted out of the ground to reveal that it was actually a person with a pitching machine for a head. After getting over

the shock of seeing this creepy fellow, I went on to play the actual mini-game. It's super simple, only requiring players to hit the A button when the ball is close enough to be hit. You receive points based on when you hit the ball. For example, if you hit the ball a little bit late, you only receive one point. If you hit the ball with the barrel of the bat directly, you'll score three points and send the ball flying. Anywhere in between that, lands you two points.



The game has a total of 50 stages that range from things like having the anthropomorphic pitching machine toss baseballs to you lightly, to him throwing them behind his back and between his legs at you. There is even a mode where you try to knock UFOs out of the sky based on the timing of your hits. The game is basically divided into two sections; one features all of the things I mentioned above and the other is the same, just incrementally harder. For example, having the ball partially disappear while it's thrown at you. It's challenging and a lot of fun.



As I mentioned above, the mini-games are available for purchase. They are priced at 400 yen each (about \$4 USD), but there is a really strange, but great inclusion here. While I was playing Utsu Kaikan (the mini-game I mentioned above), I was introduced to an in-game system that revolved around collecting stamps from making progress in my game. After you get enough stamps, you can receive special items, like boiled eggs, or even coupons that you give you real world price cuts on the mini-games. After playing for a few hours, I've already went through two stamp cards and received multiple discount coupons, including two that provide me half off of a game. Even before I got to that point, I had received 100 yen (\$1) off of Utsu Kaikan for just simply giving Inuji

some boiled eggs. It really makes the thought of purchasing all ten of these games more manageable than forking over 4,000 yen (\$40) for a mini-game collection!

Darumeshi Sports-ten is a quirky, fun mini-game portal that has quite a bit to offer. Not only do you have the ability to play ten different mini-games, you can even further the story between your Mii and Inuji, which may have something to do with helping out his love life. What makes this even more interesting is the fact that the prices on these mini-games aren't set in stone. There aren't a lot of free-to-play games out there that do this. It's definitely a Nintendo way of taking on the concept.

How Perception is Key to Nintendo's Survival

By Aaron Edwards

Original Publication: August 5, 2013

In which someone decrees that Nintendo needs a Halo, and they're probably right.

These are interesting times, aren't they Nintendo fans? Transitions always are. People are used to the status quo of the current



generation, giving next gen consoles a tricky balancing act. Do companies stick with their proven formulas or do they try something new? Both Microsoft and Sony have showed gamers their respective hands... and they are interesting to say the least.

So what does this mean for Nintendo? To understand what Nintendo needs, we need to look at the lessons learned from their competition. In other words, we need to do a little opposition research.

The Wii showed us that Nintendo doesn't necessarily want to play the same game as its competitors, a perception backed by their understated but confident presentation at E3. If we were discussing Nintendo's position in 2007, then the musings of Sony and Microsoft would be irrelevant. But we also know that the casual market that made the Wii a massive success isn't coming back for the Wii U as strongly as Nintendo anticipated.

The surprises of E3 have been picked apart for weeks. For one, we've learned that new ideas aren't always better. But more importantly we've learned that perception is everything. We've had the Xbox reversal, Sony's PR dominance, and a look into the next gen titles Microsoft and Sony have in store for us this fall. The one question everyone is asking is "Who will win?"

But perhaps the more important question should be "Who does everyone think will win?" After all, Sony managed to pull a massive victory out of E3 simply by creating the perception they weren't like Microsoft, who had painted themselves as arrogant and greedy with their initial Xbox One policies. Nintendo, unfortunately, has also had something of a perception problem lately. The general view

of the Wii U is that it lacks software support and is missing the power of the Xbox One and PlayStation 4.

The good news is that Nintendo has avoided the pitfalls into which Microsoft has recently fallen. After all, being seen as antiquated and aloof is better than being vilified. Better yet, they are far more easily remedied. Even now, the Wii U has several promising titles on the horizon including Pikmin 3, Sonic Lost World, Donkey Kong Country Tropical Freeze, and The Wind Waker HD. Every one of those titles will most likely be strong and up to the standards we've come to expect from Nintendo.



But none of them necessarily say why we need a Wii U. That, by their own admission, is Nintendo's biggest problem. They have an interesting idea with the Wii U GamePad, but haven't convinced developers why they need it. In 2006, we needed a Wii because of motion controls. This year, people want the PS4 because Sony is promising a next generation console that respects them. In 2001, gamers adopted the Xbox because of one word: "Halo."

Halo. Many see it as the last true killer app that alone could sell consoles. 12 years later, the idea of the killer app seems old fashioned with so many multiplatform games. But Nintendo has had some of the most shining examples of the term. Many bought an N64 for Super Mario 64 and GameCube for Rogue Leader (Editor's Note: Aaron is a huge Star Wars fan. We all know everyone bought GameCube for Melee). Both games convinced consumers of the virtues of Nintendo's consoles. The Wii had Wii Sports, which was a brilliant PR tool because it was an entire game devoted to explaining why we wanted the Wii and its motion controls.



What the Wii U needs is a Halo. The need a game that says: “It doesn’t matter if other people make games for us, because we made this.”

It could be a Zelda, a Mario, a Metroid, or a new IP, but like Wii Sports it should show us why the Wii U is worth having. It needs to be simple, innovative, and soon. For all the problems the 3DS suffered at launch, the handheld is prospering in a world of smartphones because it successfully showed us that its software (both physical and digital) was a commodity we wanted.

Nintendo is out of the blue ocean of casual gamers now, pulled back into the stormy waters of the console war. They cannot afford to hold themselves to a separate standard from their competitors when their future lies with the hardcore gaming community. In truth, the Wii U’s situation is, when stripped down to its basics, not dissimilar to the late era of the N64 and the GameCube. Nintendo had third-party support problems then as well, but they and their affiliates responded with some of the most amazing games to have ever graced the medium.

Majora’s Mask. Perfect Dark. Eternal Darkness. Rogue Leader. Donkey Kong 64. Super Smash Bros. The Wind Waker. Metroid Prime. The Resident Evil remake. These games moved systems. They showed us that Nintendo had experiences we needed to have that weren’t available anywhere else. Nintendo, more than Microsoft and Sony, has a history of providing these experiences. The only difference now is that before, the consoles were more or less on an even playing field in terms of power. Nintendo has a steeper uphill battle due to the power of its competitors hardware.

Microsoft’s online features for the Xbox One met backlash because they never showed us a piece of software that illustrated why we needed them. All they did was explain. That is a lesson Nintendo needs to take to heart. In the past, they’ve shown developers and gamers across the world why they needed a Nintendo console and in response they were followed with enthusiasm.

They can do it again.

...but it might be best to do it before November.

Sony won E3 because they very simply showed everyone why they needed a PS4. Microsoft lost because they tried explaining why the Xbox One wasn’t as bad as you originally thought. Microsoft showed some impressive games, but not one justified the DRM restrictions they were championing. In business and politics, if you’re explaining you’re losing. Nintendo has been trying to explain the benefits of asymmetric gameplay and their new controller for months. If Nintendo continues to produce diagrams or explain that the lack of games is due to the cost of HD development they will only sink deeper. Ubisoft’s Yves Guillemot revealed the company is backing out of a ZombiU sequel due to lack of sales. EA has also backed out of supporting the console in response to a lack of an install base. What consumers and developers need is simply confidence, a quality they aren’t receiving. The problem is you can’t receive confidence from others without projecting it yourself. It’s a vicious PR cycle.



Trials and Tribulations in Pikmin 3 Multiplayer

By Neal Ronaghan

Original Publication: August 13, 2013

Is Pikmin 3 accessible for series newcomers in multiplayer?

I finally sat down to play some Pikmin 3 multiplayer last night and I roped in an unlikely Pikmin player - my wife and occasional Nintendo World Report contributor Lauren. She's heard me talk about it, watched me play, and probably even played as Olimar one time in Smash Bros. I really wanted her to try playing Pikmin 3 with me, but I was worried that the fact that she had no experience with the series would make it an arduous and frustrating task.

And it was, in the beginning. We began by playing a co-op mission (the first one), and it didn't go so well because I was explaining to her how to play while a damn Bulborb chowed down on some of our unsuspecting horde. By the time we ran out of time, though, we were communicating effectively and both pulling in fruit from different areas. However, one playthrough of the Mission Mode was all she cared to play. So we moved on to Bingo Battle because, after all, everyone loves Bingo, right?



The first go-round in Bingo Battle went horribly awry. I had not played it yet, so I was of little help of explaining things. I quickly amassed a gigantic Pikmin army that proceeded to, when left to their own devices, mercilessly beat the shit out of her avatar. Halfway through that match, I thought I lost any and all chance



that she would return to the world of Pikmin, as she paused it and exclaimed, in so few words, what the hell do I do?

By the end of that first battle, she got a handle on how Bingo Battle worked, though I ended up winning (If I let her win, she wouldn't have any of it). In the second match, we had a fair duel that she ended up winning as our teams of Pikmin were racing back to their respective Onions with the final piece needed. After that, we were done playing Pikmin 3 multiplayer.

I doubt my wife will ever play Pikmin 3 again (she said as much herself), but I'm still impressed that a complicated experience like Pikmin didn't have as large of a learning curve as I feared. It's a little daunting, but co-op and competitive Pikmin multiplayer isn't so tough to figure out, and that's the way it should be.



Explaining Monster Hunter

By Jon Lindemann

Original Publication: August 14, 2013

Hi, my name is Jon, and I'm an addict. Come join me.

For all the times that I've discussed the game on Radio Free Nintendo, I don't feel that I've ever fully encapsulated my thoughts on the Monster Hunter franchise and what, in my opinion, makes it truly great. This is going to be an attempt to do just that, and it may tell you whether or not the game is for you.

First and foremost, everything in the game *makes sense*. Now, I don't mean that it makes sense in a realistic manner - since chasing down 40-foot monsters with the help of a miniature mask-wearing tribesman isn't exactly realistic - but cause and effect is always consistent. As you attack a monster, it gets weaker. Over time you observe physical damage on the monster that lets you know you're making progress. Eventually the monster starts limping or exhibiting some other trademark behavior to let you know it's weakened. Once you see this, you can press for the kill or set up for the trap. It's methodical, somewhat predictable, and extremely rewarding when you execute your plan from beginning to end exactly as you intended.

This logic extends to armor as well. Killing monsters earns you specific types of loot such as lizard scales, feathers, or claws, depending on the species of beast. Earning this loot in turn allows you to craft new armor sets (designed to



match the aesthetic of the monster from which the loot was harvested), forge new weapons, and create decorations (jewels that attach to armor to increase its stats). The armor sets not only look cool, but also serve as tangible proof of your accomplishments. More importantly, each completed set allows you to play more effectively against the next tier of monsters. It's a constant cycle of effort and reward that ensures that very little of your playtime is ever wasted.

And that's merely scratching the surface of the game's underpinnings. Virtually anything collected on a hunt can be utilized for one of the game's various crafting and gathering systems, encouraging the player to learn the intricacies of each in order to make their hunting lives easier. Don't know enough recipes? Earn some money, buy Combo Books, and unlock them over time. Need specific herbs? Figure out what's needed to yield them as a crop and plant them on your farm. Need some fish? Send fishermen out on a seafaring expedition to get them for you. Want to upgrade your Cha-Cha minion? Trade in some materials and splurge on him a little bit. There's a lot to learn, but as you dabble in each area you'll have eureka moments that will make you wonder how you ever survived without the knowledge you've just gained.

This accumulation of knowledge is ultimately what draws you into the Monster Hunter universe. You have to earn

everything you get, but what you get is truly yours.

With most games, if you can't

figure something out you can simply go to an FAQ file, read the strategy, and go through the motions to beat an encounter; not so in Monster Hunter. Even if you know exactly what to do against a creature, you still have to go out there and do it. Sometimes the beast doesn't always cooperate; he may call in other monsters for help, or he may take the battle underwater or into a desert. He might hide and regain strength if you can't find him. Every encounter is slightly different, and what might work on one occasion won't work every time.



Speaking of time, *Monster Hunter* will slowly eat away at yours. It does so harmlessly at first; perhaps you get tired of gathering herbs or harvesting pelts during the early quests, thinking the game tedious and wondering what the hype is about. Then you face your first large monster and get your clock cleaned. It's frustrating because the monster pretty much wipes the floor with you, but you decide to try it one more time. You still get beat like a drum, but you make it a little farther and notice the monster limping at one point during the battle. You also get some good shots in with your sword and feel like you were able to predict his attacks with more regularity. Maybe if you try it one more time you can kill him. And then after you kill him, maybe you can trap him. And you bet the whole thing would be a lot easier if you had some Mega Potions instead of those weak sauce normal Potions. Oh, you need Blue Mushrooms for those? You should make a note to double back and do some gathering and in that one particular area. And so it begins.



Bear in mind what I've described primarily encompasses the single-player portion of the game. Multiplayer takes hunting to a whole new level, allowing you to group with three other people to take on even bigger challenges. Taking on monsters with others requires coordination, strategy, and role specialization in order to take them down in the most effective manner. As an added bonus, grouping up with friends makes it much easier to farm lower-level monsters for materials. Hunting alone is fun, but hunting with friends is when *Monster Hunter* is at its best.

In terms of Nintendo systems, the allure of multiplayer online hunting likely makes *Monster Hunter 3 Ultimate* on Wii U the definitive version of the game thus far. On the other hand, I'm absolutely in love with MH3U on 3DS because I can take it with me wherever I go. Quests have a 50-minute time limit, making them perfect for the train ride to work. I've had to restrain myself from cursing out loud thanks to a tough loss more than once, let me assure you.

And that's the sign of a great game. The fact that I can get so frustrated with *Monster Hunter* and still come back for more speaks volumes. As much as the lows – like wasting my trap too early and having to abandon a quest for the third time in



a row – make me want to spike my 3DS NFL-style, the highs – like finally trapping a stubborn monster after hours of learning his tendencies – will have me pumping my fist like no game before it. If that's not a classic, I don't know what is.

Now if you'll excuse me, I have a Barroth to kill.



Our NES Memories: 30 Years of Famicom

On July 15, 1983, the Famicom, better known in America as the Nintendo Entertainment System, came out in Japan. What followed was a 30-year continuous journey that featured Nintendo making some amazing video games. Basically, if it weren't for the Famicom, this site wouldn't exist. One release paved the way for everything you see here!

Staffers, game developers, and possibly readers will be celebrating by discussing five games from either the NES or Famicom that they have pleasant memories of. Because, that's the important stuff, right? Not necessarily what was the best game on the system, but what games we remember fondly.



A childhood fueled by Kung Fu and Godzilla.

Kung Fu Heroes

My brother and me would spend countless hours playing this game, and it grew into a love for terribly translated Kung Fu movies that I still hold to this day. You had to fight your way through waves of enemies in each level until a portal leading to the next stage opened. It was one of the few games we owned that features simultaneous multiplayer, and I have very vivid memories of my (old, more-skilled) brother standing in the portal yelling for me to hurry up.

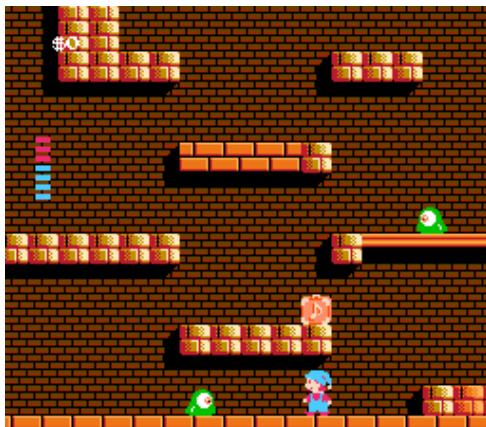


Trog

I didn't learn until much later that this was actually a port of an arcade game of the same name. Growing up I loved Godzilla movies, and the opportunity to mercilessly rampage around a Pac-Man-like maze eating things was not something I was ever going to pass up. Looking back now the game really wasn't very good, but that didn't stop it from sitting in our NES for many hours.

Milon's Secret Castle

This was often remembered as a game that was nigh impossible to beat without Nintendo Power, and I take no shame in saying that, even to this day, I've never come close. This game holds a special place in my heart because of all the hours I sat and watched my brother play it (without Nintendo Power), and the many nights of frustration and controller throwing that it gave us. Of course, we were too young to know that the problem was the game itself, not our lackluster gaming skills.



Bad Dudes

Yes, even more mediocre ports have made their way on to my list! The NES port of Bad Dudes Vs. DragonNinja was another one of the rare games that supported simultaneous multiplayer, and the fact that it featured nunchucks (the coolest weapon ever) made me love it despite its flaws. While there's no disputing that it was a very technically flawed game, the interesting bosses and awesome music still bring back great memories.

Castlevania

I don't care what anyone says: this is my favorite Castlevania of all time. It's the first game I remember my mother purchasing for me at the pawnshop down the street from my house. The game cost a whopping \$40, and I loved everything about it. As a child I wasn't nearly skilled enough to beat it, but many weekends were spent passing around the controller and fighting our way as far into the Dracula's domain as we could. We would leave the NES running for days with Castlevania loaded up at some new area we had made it to, and, inevitably, our mother would bump the system while cleaning and cause it to freeze. Never were two children filled with more rage than when the vacuum cleaner caught our controller cord and jerked the system when we were just moments from facing Dracula himself.

All kids from the '80s and '90s loved submarines and The Lone Ranger, right?

To the Earth

The NES Zapper was a really cool peripheral. In my house growing up, my brothers and I only had two games that supported the thing - Duck Hunt and To the Earth. The game had players going from Uranus, Saturn, Jupiter and then to the Earth in an extremely difficult light-gun shooter that was nearly impossible to beat.

Even though my brothers and I never came close to beating the game, we had some of our fondest memories dying countless times throughout the experience.

R.B.I Baseball 3

As a kid, I loved baseball. Of course, I also loved video games. For my young mind, having a video game where I could play a sport lazily inside on summer days away from the heat was appealing to me. R.B.I. Baseball 3 was my first foray into sports gaming, a genre that I still love to this day. The really cool part for me was the fact that this game featured real players and teams, both (at the time) present and even some popular post season rosters from 1983 to 1989. While baseball games have radically changed since then, the simplicity found in this 2D baseball classic are unparalleled.

Teenage Mutant Ninja Turtles III: The Manhattan Project

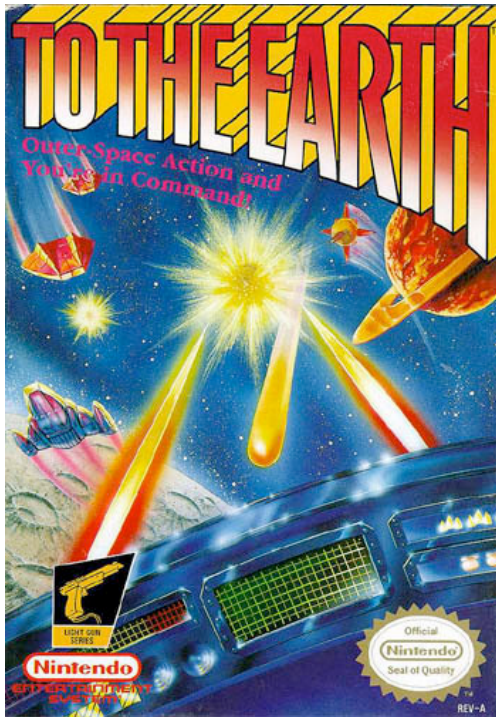
A bit of an upgrade from TMNT II: The Arcade Game on the NES, Turtles III added even more characters from both the popular live action movies as well as the cartoons. Mix this in with solid controls, special attacks and cool music, Turtles III provided hours upon hours of enjoyment for my brothers and I. Oh, and Super Shredder was super rad, albeit a bit easy.

The Lone Ranger

I didn't know a single thing about The Lone Ranger in 1991, except for the fact that my grandpa knew about it and liked it. Despite that, I really enjoyed playing this top-down/sidescrolling/first-person action adventure. This was the first game that I had ever played that had me purchasing equipment, like bullets and dynamite, and that had me traveling around on an overworld. I also always got a kick out of having to take on enemy gunmen with bare fists when The Lone Ranger ran out of ammo. Again, like many of the games I had back in the day, my brothers and I could never quite complete it, but we definitely had fun with this North American exclusive from Konami.

Silent Service

A submarine simulation game based on World War II? That's what every 5-year-old kid wanted to play in the early 1990s, right? Whether I wanted to or not, I definitely played a lot of Silent Service with everyone in my family, including my dad, who rarely played video games. While it's easy to dismiss a game like this without even playing it, Silent Service gave a relatively realistic look into what it could have been like to sneak around in a submarine. As part of the US Navy, most of the game is spent looking for Japanese ships and sinking them. Of course, this was a lot easier said than done. Even things that my young mind couldn't grasp at the time, such as diving too deep and fast would set you on a crash course for the bottom of the ocean, or that going straight to a group of enemies, guns blazing is a no-no. Heck, I even learned what Morse code was from that game! If anything, Silent Service was a learning experience.



Jools Watsham, Renegade Kid

Original Publication: July 17, 2013

The developer of *Mutant Mudds* recounts some early NES memories.

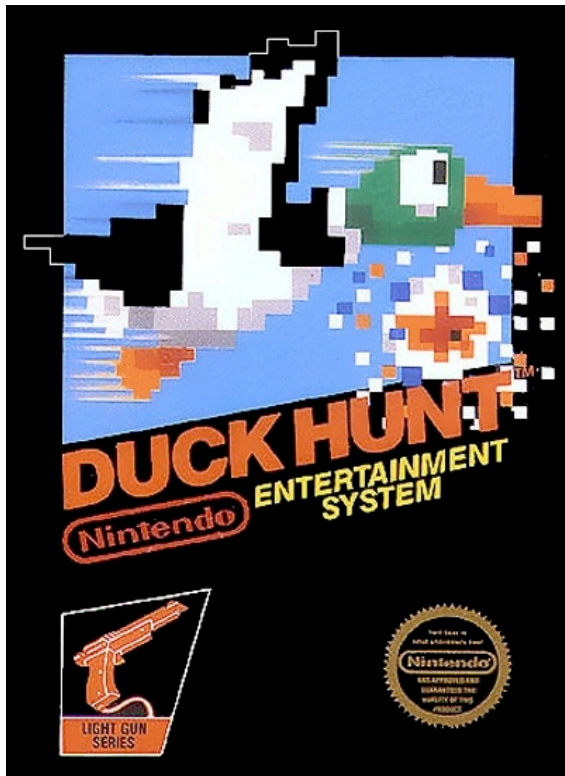
My first memories of the NES was going over to a friends' house to check it out. I grew up in the UK, and my friend's Dad frequently visited the US and brought a NES back with him one time. At the time I had a Commodore 64.

I think the first game I saw on the NES was Duck Hunt. I remember thinking that the fact that you could point a gun at the screen was pretty amazing. The artwork in Duck Hunt was so arcade style and awesome, especially compared to the games I was playing on the C64 at the time. And, the sound effects seemed more arcadey too.

I remember thinking the design of the NES case and the controllers were really slick; simple and elegant. And the grey coloring was very futuristic! Haha!

The only other game I recall playing at my friends' house was Super Mario Bros. It was pretty tough! I remember thinking that

everything about it was implemented very differently than the games on the C64, from the controls, the graphics, and the sound. I loved it all.



Shan Poon, Two Tribes

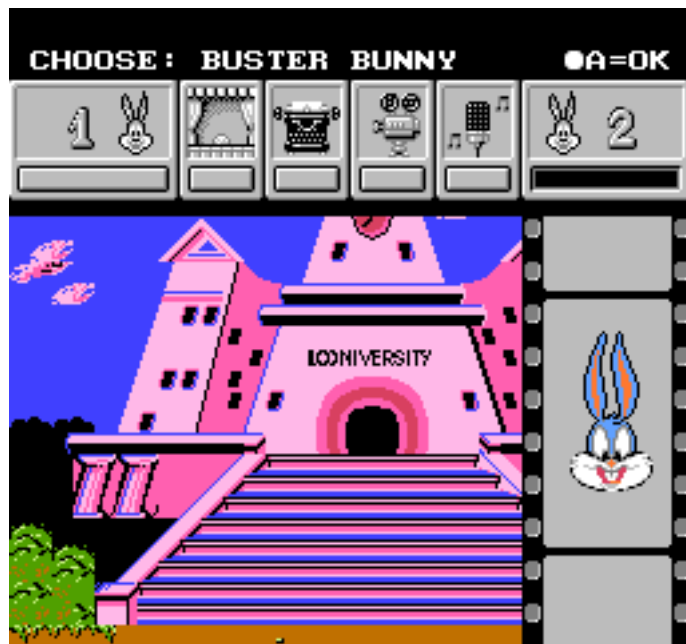
Original Publication: July 18, 2013

A member of the Toki Tori 2 teams chimes in with her NES memories.

Although the NES wasn't the first console I played, I have very good memories of it. I used to play NES games with my brother all the time. When I look at the games, I enjoyed playing Super Mario Bros 3 and Teenage Mutant Turtles with my brother the most. We always sat there eagerly looking and playing these two games with a blanket on the couch!

When it comes to games I loved to play alone, the first one I have to mention is my experience with The Lion King; the way you moved and swung through the jungle was a super fun experience for a little girl like me.

The two others that definitely have a special place in my heart are Tiny Toons 2: Trouble in Wackyland and Tiny Toons Cartoon Workshop. When I think back about it now, I start to smile again. The design and gameplay from Trouble in Wackyland is genius, playing each and every attraction over and over again to earn tickets to get a glimpse of that main attraction in the center of the theme park was fun. What I absolutely loved about Tiny Toon Cartoon Workshop is that it gave you the possibility to create your own cartoon sketches with many many options. Truly a hilarious and wonderful idea for a game!



Zach's top 5 NES games!

1. Super Mario Bros. 3

This game also belongs on a broader “Top 5 Video Games” list, of course, but the NES version will always be the real one for me. SMB3 offers so much variety, tons of surprises, and such a wide array of powers for Mario & Luigi that it’s just hard to beat. It’s where the current Mario game philosophy of “something new in every stage” originated, and there were plenty of them—ideas and stages. SMB3 also becomes surprisingly challenging in the last few worlds, culminating in an epic trek through Bowser’s Castle and a very fun (and different) battle with the Koopa King himself.

2. Kirby’s Adventure

I’ve written about Kirby’s Adventure many times. It’s one of the system’s best platformers, designed by people who love level design and know the hardware. Kirby’s Adventure introduced the concept of stealing powers from enemies which completely changes the focus and makes you want to experiment with all of them (the most useful for secret-finding are Stone and Hammer). Mini-games break up the platforming. The boss battles can be surprisingly challenging given the easy-going nature of the game, especially the vampiric final boss!

3. Teenage Mutant Ninja Turtles 3: The Manhattan Project

Like Andy, I love and treasure TMNT 2: The Arcade Game. It was as close to a home port of that excellent 4-player brawler that we’d ever seen (well, until the XBLA port), and it even had exclusive content to make up for the loss in graphical fidelity. TMNT 3, however, is where things went nuts. The Turtles all got unique special moves, there were more environments to traverse, and it seems like every TMNT villain from the cartoons and movies were brought in (even Tokka & Rahzar!). The only unfortunate oversight is that while a Triceraton—one of the most iconic TMNT enemies

—is prominently displayed on the box cover, none appear in the game.

4. Ducktales

If you were a kid in the 80’s with an NES, you played Ducktales and you loved every goddamn second of it. This was absolutely at the top of the gold-encrusted heap of Disney games that Capcom produced, including Chip & Dale’s Rescue Rangers, The Little Mermaid, and the next game on my list. Ducktales had Scrooge McDuck pogo-sticking his way, non-linearly, through such exotic locales as The Amazon or The African Mines. Heck, he even made it to The Moon—which features what is considered by many (including myself) to have the greatest chiptune ever recorded and produced for a video game. The whole point of this adventure is to find seven treasures by beating bosses, but there are plenty of HIDDEN treasures in each stage, as well as cameos from familiar characters. Oh, and Huey, Dewey, and Louie have gone missing. I found ALL this stuff as a kid, and I can’t wait to see how much memory my muscles have retained when WayForward launches Ducktales Remastered next month.

5. Darkwing Duck

“Let’s get dangerous!” I was Darkwing Duck for Halloween one year. At that age, I didn’t realize that Darkwing Duck was a clever parody of Batman, and I didn’t care. The show was funny, had a broad cast of characters (great villains), and lots of action. It’s hard to watch today—it’s one of those shows that is 110% puns and sight gags but you don’t catch that when you’re 11. Anyway, the Darkwing Duck video game is basically a Mega Man game. You choose one of eight stages and run through it with your pea shooter, blasting enemies (including a duck-themed variation on Sniper Joe) and hanging onto grapple points in an effort to reach Darkwing’s ultimate nemesis: Steelbeak! Like Ducktales, this NES game features multiple cameos, but the gameplay is less exploration based and more of a straight side-scroller. But it’s great, and I hope it gets remade or re-released someday.

Brian Davis, Next Level Games

Original Publication: July 19, 2013

The Luigi's Mansion: Dark Moon developer has quite a few delightful NES memories.

I have an Nintendo Entertainment System (NES) on my desk here at Next Level Games. As I look at it, it brings me back to the days of VCRs, dual-cassette decks, and word-of-mouth tales of upcoming video games from Japan.

My first experience with the NES was at my older cousin's house. This is where I was introduced to Tecmo Bowl, Mike Tyson's Punch-Out!! and Mario Bros. -- I played as Luigi.

My family purchased the NES Action Set, which included a Control Deck, NES Zapper, two Controllers, and the Super Mario Bros/Duck Hunt dual Game Pak. In those days, rather than consoles we had Control Decks that used Game Paks -- this terminology made our video games feel indestructible (Note: Dust and dirt later surfaced as its weakness).



NES was the first video game system where I practiced my game-playing skills and eventually surpassed my Dad's high scores. The NES got me into reading more often, too. At the time, I didn't have much interest in books but the monthly issues of Nintendo Power got me into appreciating the written word!

The neighborhood kids all seemed to get the NES around the same time. The parental network would consult regularly to keep the local game library diverse; all of the kids had different games. This strategy worked out, as visiting a friend's house would lead to playing different games and trading. The NES really brought many people in our neighborhood together to play!



Now that I'm a few years older, it's exciting for me to see NES games being released on the 3DS and Wii U eShop. The hardware limitations back then drove innovation in game design, leading to some amazing games on the NES. Releasing these classics on current hardware gives gamers an accessible way to experience the roots and influences of modern video games, and also give game developers, like me, a reminder of why we love what we do.

The King Nintendo Fanboy recalls the first time he saw a NES.

My best NES memory is also my first. I was probably around four years old when I went to a friend's house. We were hanging out when I eventually noticed a strange box and controller in his TV stand.

Being curious I asked my friend, "What is that?" He responded by saying, "Nintendo!" I remember being completely perplexed and quickly asked what that was before his mother uttered the words, "Show him!"

I was soon shown what became my all time favorite NES title, Super Mario Bros. I told everyone I loved Mario, having seen the TV show before, but didn't even know it was a video game until that moment. I was eventually handed the controller and couldn't believe I was controlling what was on the TV screen. I had a computer back then, with some games, and had played a few arcade machines before, but this experience was totally different. Soon after I was shown Duck Hunt, since it was the Super Mario Bros./Duck Hunt cart, and couldn't believe I could shoot a gun at things on the screen.

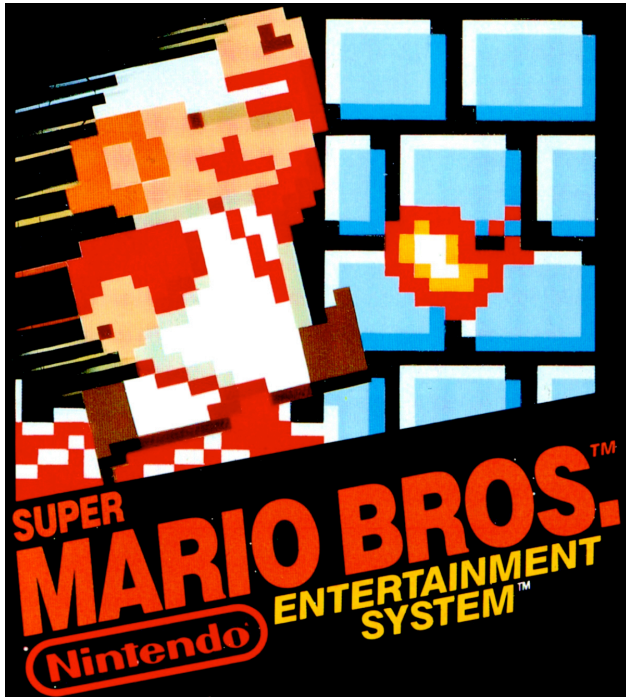
I remember walking away from this magical experience thinking to myself, "It's possible to control, and practically be in, TV shows." My mind raced at all the possibilities gaming could bring. I was a huge Ghostbusters fan at the time and thought to myself, I could live my dream of becoming a Ghostbuster through a Nintendo game, though we all know how well that turned out.

Begging my parents for a Nintendo Entertainment System of my own quickly followed, but that's another story completely. The truth is, I don't think anyone could have predicated the effect on my life this one special day would have. If they had known, I wonder if my friend's mother would have uttered the words, "Show him!" Regardless, I'm very glad she did.



Memories from the Community

Original Publication: July 22, 2013



A few NWR community members sent in their fond recollections.

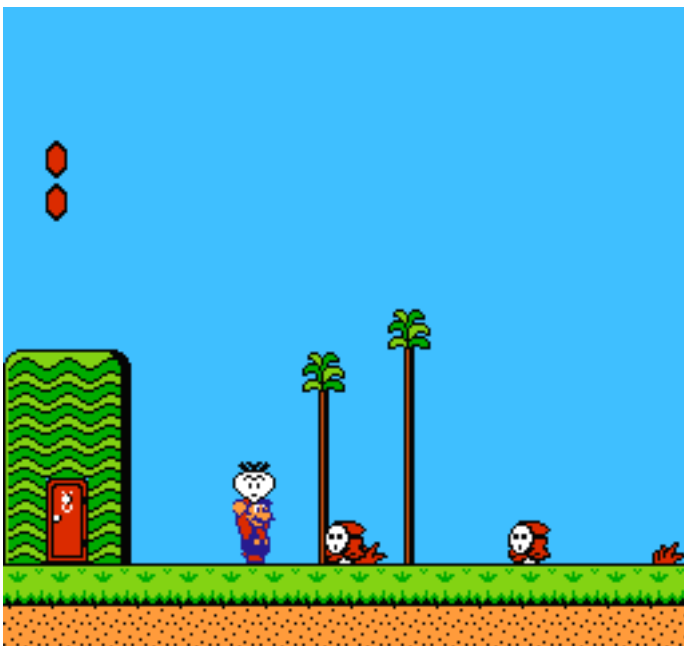
As a kid I loved watching cartoons. When I was about 4 years old, my mother and I took a trip to Quebec to visit my grandparents. One of my cousins was also there at the time, and she had brought what I thought was a strange-looking VCR called a "Nintendo". Even stranger were the flat, grey cassettes called "video games" with stickers of blocky "cartoon" characters on them.

She tried to explain that it was a game system, but having never seen one, I didn't understand. Until she booted it up, and then started MOVING the cartoon character around with the "remote control!" She let me try it, and I recall being absolutely mesmerized by the fact that I could actually control a cartoon character! The game was, of course, Super Mario Bros, and has since sparked my imagination to a world of interactive creativity. It is one of my most vivid memories to this day; the day when cartoons became not just something to watch, but something to be a part of. - **Jean of mArc**

I'm more of a Super Nintendo man myself, but I think my major NES memory was beating Super Mario Bros 2 - the first game I ever managed to beat on my own.

It took about four months of constant play, reading about warp zones since battery backup was saved for Zelda II, and several dirty looks from my parents, but it was really the first time I ever feel I accomplished something.

- **Shaymin**



Neal Ronaghan, NWR Director

Original Publication: July 22, 2013

Neal recounts **Blaster Master**, **Lunar Pool**, **Snoopy's Sports Spectacular**, and **3-D WorldRunner**.

For the sakes of my NES memories in this feature, I challenged myself to not just rattle off Nintendo-made games. I mean, like everyone else, that's what drew me into the world of Nintendo, but some off-the-beaten-path NES titles populated my youth.

My NES experiences all derive from my cousin, who is close to 10 years older than me. When visiting my aunt, my brother, sister, and I would always gravitate towards sitting in my cousin's room playing all sorts of games. That was where I first experienced **Blaster Master**. As a child of meager age, the storytelling blew my mind because well, that kid's frog got turned into a tank. It was nuts. I was rather terrible at it, but I just loved exploring that world. It made all the more rewarding when some 10 years after that, I went back to it and actually progressed in it.

Lunar Pool was always a constant as well, and it was one of the few games my aunt ever played (outside of some riotous **Wii Sports Tennis** in recent years). It's like every other pool video game you have ever played, but the friction was easily changeable and the tables were often set up like mini-golf courses. Many days and nights were spent shooting pool. Now my brother has an actual pool table that the same type of experience happens at, but unfortunately, it's just regular pool and not the zany moon pool populating **Lunar Pool**.

While I'll fight for the competency of **Blaster Master** and **Lunar Pool**, **Snoopy's Silly Sports Spectacular** is a game I fully admit is horrible. It's an olympic event-style game starring Snoopy and friends (the Japanese version was themed after Donald Duck, oddly enough). I played too much of this as a child, and my friends and I could never figure out how exactly to land the river jump. Also, there was an event in which you carried stacks of pizza and had to balance it, and another one where Snoopy and his dumb cousin would fight to the death on a boat. You threw boots, and did sack races. I'm feeling odd pangs to play this game and burn it at the same time right now.

I'll end this with a guilty pleasure. I very sincerely love **3-D WorldRunner**, which is a weird behind-the-back platformer



that is cruel and made by Squaresoft. The trick, if you couldn't tell by the name, is that you could wear 3D glasses and it would be in 3D. With the touch of a button, you could take the game from normal to stupid, or rather, barely 3D if you had those crappy red-and-blue glasses. There was a two-week period of my life where I thought it'd be fun to play through my NES collection in chronological order, so I spent about two weeks trying to beat

this game. I ended up succeeding and I did enjoy most of it. However, I can't recommend another soul tries to beat this unforgiving but novel game.

I've got plenty of other NES games coupled with fond memories. This is the system that made me go from casual purveyor of video games to FuncoLand junkie who would buy whatever crap he could find. My story didn't begin in the '80s like most others. I never really begged my parents to buy me an NES. I just begged them to visit my aunt so I could play Mario and junk. And then when my cousin straight-up gave me the equivalent of a video game bong hit in the early '90s when he gave me his NES and his games, all bets were off. I was hooked. Everything since then has been a blur up until the freshly unwrapped eReader I, for some reason, bought off of eBay.



The beginnings to the obsession.

Paperboy

A game that promotes vandalizing people's homes who refuse to subscribe to your paper? Oh yeah. For a port of an old Atari arcade game that I probably only played half a dozen times on the NES, this one stuck with me. Despite being easy as pie for some people, I can remember how much time I wasted on this game, determined to make it past a tricky dog or homicidal maniac in his car. I loved it so much that I eventually spent an entire camping trip during my teenage years playing a remake on my old Gameboy Color.

Q*Bert

Another arcade port that I probably played only half a dozen times. But this one I actually fondly remember playing late into the night with my dad. We would rotate the controller between my dad, my sisters and I. Usually it fell upon him to actually make it to the next level. The rest of us fell prey to Coily more often than not.

TMNT III: The Manhattan Project

This game is possibly the first one I ever beat, which was an accomplishment back when I was five and couldn't play almost anything without losing eight lives in the first level. It's even more of an accomplishment considering that I could only play it at my cousins' house a couple times a year since my family's NES died early in my childhood. My sisters and I would plunk in front of the TV the second we got to my aunt and uncle's and rotate controllers based on deaths for hours until we could beat it. We also had to play without being able to cause damage to one another because half of the time we would end up killing each other out of spite or because it was funny.

Duck Hunt

With one of the first real steps away from traditional controllers, the NES Zapper and Duck Hunt provided me

with hours of solo entertainment shooting at ducks and skeets on a screen. It was a great time for someone with little talent at video games, especially when there was no one around to pull the weight on more difficult titles. To this day I hate that dog, and I'm sure not the only child who wasted bullets on his smug little face. A lot of bullets.

Contra

Aside from Super Mario Bros 1, Contra was the only cooperative game my family owned for the NES. For a family with three little girls, this game lead to a surprising amount of shouting matches as a result of one player dying because the other was too slow. And like a lot of people, no, I never beat it.



The Shovel Knight dev recalls playing Super Mario Bros. 2 with his mom.



At 7 years old, I was terrible at finishing games. I remember getting through a couple dungeons in The Legend of Zelda, but never seeing the raft. I remember getting to the levels in Super Mario Bros. where the sky was black but never seeing the crazy amount of hammers emitting from that last Bowser. I remember using warp pipes to eek out progress as far as I could into the dream world of Super Mario Bros. 2, but never seeing Wart. That was until I let my Mom have a go.

She, not being much of a video game player, took to jumping over enemies and digging up radishes like a pro. It was awesome; I told her where secrets were and where to put the potions, and she deftly maneuvered her way through the levels up until the final boss. At a certain point, I was unable to help at all, since we had gotten to levels I had never seen before. All I could do was sit there and hope that Mom could get through the waves of Snifits, Shy Guys, and those horrible Phantos. And then it happened, the screen changed and I heard the boss music start up. It was perfect, we had a dozen lives (my mom was somehow really great at the slot machine mini-game) and just one more foe.

She entered the room and there, with that stupid, fat grin on his face, stood Wart. I was glued to the screen and had forgotten how to blink. Mom ran in and suddenly bubbles were everywhere and radishes and pumpkins shooting through the air, and no mushroom blocks to dissuade the torrent of projectiles. After a few seconds of assessing the situation, Mom died. That was ok, we had plenty of lives and all the time in the world to figure this out. Our plan was to jump right over where the veggies popped out so that we could ride them through the air in order to pick them up before landing; just like the Birdo eggs. We didn't know that if you let the veggies fall on your head, you would just grab them. That mistake cost us many subsequent lives before we accidentally discovered that trick.

It was down to the wire, only three lives left and Mom was getting into the groove. She'd gotten to the point where she could grab the radish out of the air and land without getting hurt but the timing of throwing it into Wart's mouth was still a little tricky. Two successful hits in and Mom died. Next life went very much the same: bubbles came out right as the radish was thrown breaking the radish and killing Mom. We were getting pretty tense. It was down to the wire; we had only one life and one hope for defeating this terrifying foe. Then, in that final life, while avoiding bubbles and throwing vegetables at the frog, Mom pulled a miracle out of nowhere and hit Wart for the third time, I nearly jumped with excitement as the assumed victory had been achieved....the problem is, he takes a lot more hits than three. Wart still lived. Unlike the other bosses in the game, he requires the player to learn three completely new concepts: Catch the veggies on your head, Wart only gets hurt when his mouth is open, and he takes more than three hits before dying. In a fluster, Mom died and we saw the most horrible screen ever conceived....the game over screen. As the start-up screen showed up again, and that once happy music began to play, she looked to me and I asked "are we gonna try again?" She balked at the idea and said "no, sweetie, I think I'm done." And my Mom has not played a video game since...

I hate Wart...

By Pedro Hernandez & Staff

Original Publication: December 15, 2011

The plucky NWR staff come up with great casting choices for The Legend of Zelda!

After a long hiatus, Staff Sez returns once again! The Holidays are upon us, and there is a VERY good chance many boys and girls will be receiving The Legend of Zelda: Skyward Sword as a Christmas present! We at NWR love the game dearly, so it will be a special Christmas for those boys and girls! But for all the joy and wonder Skyward Sword has to offer, we wonder... how would the game be like if it had voices? Most importantly...

Who would be the worst possible choice to voice Link, Zelda and Ganondorf?

The NWR answered, in ten words or less, the following...

Matt "King Darunia" Walker said...

"Anyone"

J.P. "Kafei" Corbran said...

"The cast of Star Fox 64"

Danny "Toilet Hand Guy" Bivens said...

"The English voice cast from Shenmue"

Neal "Great Deku Tree" Ronaghan said...

Mark Hamill, Carrie Fisher and James Earl Jones

Nate "Dampe" Andrews said...

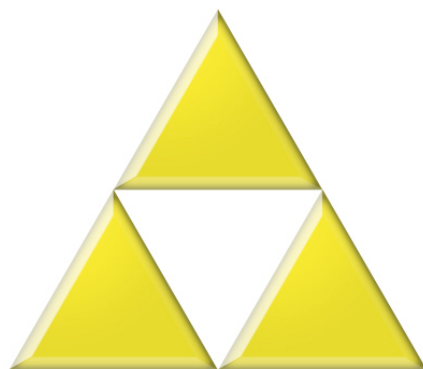
Link - Cam Clarke, Ganondorf - Vincent Price, Zelda - John DiMaggio

James "Skull Kid" Dawson said...

"Any voiced characters would ruin the series for me"

Carmine "Happy Mask Salesman" Red said...

Mike Meyers. Cameron Diaz. Eddie Murphy.



Scott "Linebeck" Thompson said...

Link - Ray Romano, Zelda - Jennifer Tilly, Ganondorf - Tim Curry

Jared "Beedle" Rosenberg said...

Link - Woody Allen, Zelda - Fran Drescher, Ganondorf - Mike Tyson

Zach "Midna" Miller said...

Link: Vin Diesel, Zelda: Penelope Cruz, Ganondorf: Patrick Warburton

Josh "Old Man" Max said...

"Link - Christopher Walken, Ganondorf - Zach Braff, Zelda - Clint Eastwood"

Daan "Talt" Koopman said...

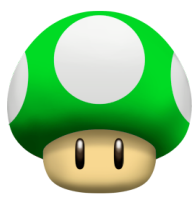
"Anyone in my opinion"

Nicholas "Kaepora" Bray said...

"Link: Keanu Reeves, Ganon: James Earl Jones, Zelda: Zoe Deschanel"

Patrick "Talon" Barnett said...

"Link - Jack Black, Zelda - Lani Minella (Luke from Professor Layton Series), Ganondorf - Gilbert Gottfried"



Learning the Language of Mega Man

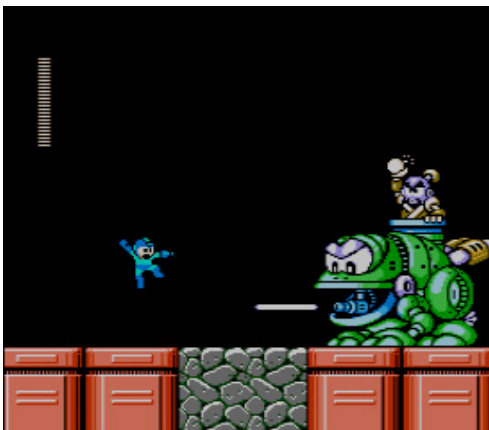
By Neal Ronaghan

How one gamer disliked Mega Man and then finally understood everything.

Two weekends ago, Nintendo World Report staffers and friends from New Jersey, New York, and Pennsylvania gathered in my house to play some Mega Man games. It was a fun time, and I hope the small amount of people that watched it enjoyed our often off-topic romp through Mega Man 2, 4, and 9, along with F-Zero X, Super Smash Bros. Melee, and Sweet Memories - Blackjack asides.

The one thing about Mega Man games that kept on coming back to me is something that I always find fascinating about certain retro games. There is a clear, distinct “language” to how Mega Man games operate. To some, it is majestic and perfect. To others, it’s dated, backwards, and dumb. I find myself to be a special case because I’ve been on both sides. I guess you could call me the Mega Man Daywalker or something.

When I was younger, my only experience with Mega Man was a copy of Mega Man 3 on NES that I bought at a flea market that stopped working when I got halfway through a stage one time, my friend’s copy of Mega Man 6, and Mega Man: Dr. Wily’s Revenge on Game Boy. Mega Man 6 isn’t really seen as a series high point, and that first Game Boy game is crazy hard. I was already playing from behind. This distaste for the style present in Mega Man games developed for me; it was boring and the hero was limited to shooting in one direction and jumping in a very specific manner. I liked the flexibility of similarly hard games like Contra (where you can shoot in 8 directions) and Ninja Gaiden (which also has its own language that I spoke fluently



in my youth like some sort of gaming savant, an ability that has more or less eluded me in my 20s.).

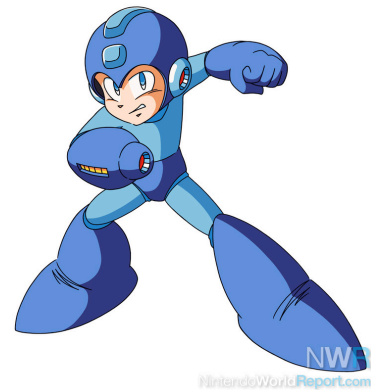
The allure of Mega Man boggled and eluded me until Mega Man 9 came out. As a self-proclaimed lover of retro games, I picked it up without thinking too much. It didn’t click at first, but then I spent a night with two friends of mine. One of them played tons of Mega Man games as a kid, and he imparted wisdom to me, basically teaching me the language of Mega Man games. Figuring out that perfect boss order. Cursing at block puzzles. Gathering E Tanks. Using certain weapons against tricky mini-bosses. Acquiring that boyish grin whenever Dr. Wily raised his eyebrows.

Over the course of a few weeks, I went from being curious but never impressed by Mega Man games to devouring Mega Man 9, and then checking out Mega Man 2 and 3 on Wii Virtual Console. It was revelatory. I suddenly understood a series that never grabbed me before. Mega Man 9 was a nice

entry point, and Mega Man 2’s Normal mode made it even more friendly for a newbie to study up and learn the rhythm and flow of the series. My affection for the series reached a fever pitch when Mega Man 10 came out, and I gathered those same two friends to play it the weekend it came out. We beat it two or three times that weekend.

While time has slowed my progression through the series, as I’ve never played much of Mega Man 5 or 6, I’m slowly working my way through the NES games on 3DS Virtual Console. I replayed Mega Man 2 for the umpteenth time, and going through Mega Man 3 for the first time in a long time. I’ll likely skip Mega Man 4 as I go through the series because I relived the hell of Drill Man and Dr. Cossack during our Mega Man 10K last weekend.

However, the Mega Man X series has never clicked for me. I sort of enjoy the first one, but I guess maybe I’ll need to find a friend or two that can show me the ropes of why Mega Man X is so amazing. Any volunteers?



Game Idea of the Month!

We want your ideas!

Starting next month we are aiming to start running a page for readers of Nintendo World Report: Powered Off.

The idea is simple, send in your own game concept or idea and it may be featured in the next issue of the magazine.

So put on those thinking caps and surprise us with some fun ideas!

Send your ideas into:

poweredoff@nintendoworldreport.com

INTERVIEW



PGC interviews Factor 5's Julian Eggebrecht

Original Publication: November 15, 2001

Part III - All about Rogue 2!

Planet GameCube: Just how complex is the enemy A.I.? Are we really going to notice something above and beyond the norm?

Julian Eggebrecht: I don't know what the norm would be - the A.I. of the TIEs in Battle of Endor certainly is way beyond anything you have seen on the N64.

Planet GameCube: Is the music generated in real-time by the sound chip, or are you using pre-recorded samples from the movies? Are there any original themes in the game? The title theme from the original Rogue Squadron was very inspiring (and we think it was created by Factor 5...).

Julian Eggebrecht: The Rogue Squadron theme was composed for Rogue 1 by Chris Huelsbeck, one of our musicians. We all liked it so much that Chris re-arranged it for Rogue Leader. It really is the Rogue Squadron signature tune.

The music in the game roughly is a 50/50 mixture of John Williams pieces

and new, original tracks from our musicians. Since we have plenty of space on a GC disk all John Williams material is of course directly taken from the orchestral soundtrack CDs. Our own pieces were done with MusyX and are being played in real-time by a virtual orchestra. What's great about MusyX is that it allows seamless blending between streamed and real-time tracks, giving dynamic changing music according to the gameplay. Chris really went crazy with the mixture in the end credits tune where he is going back and forth between Williams streams and his own compositions in one single piece of music. Rogue hopefully demonstrates for future games what is possible with GameCube audio.

Planet GameCube: Some people have speculated that Nintendo might eventually release a RAM expansion for GameCube, like they did for N64. Being that Factor 5 was one of the earliest (and most consistent) supporters of the Expansion Pak, what are your thoughts on the GameCube's current amount of RAM? Do you think a RAM expansion for

GameCube would significantly affect the system's performance?

Julian Eggebrecht: The only RAM-expansion that would be possible would be more ARAM and 16 Megs of that are really enough. We only use 10 Megabytes of it for sound and the rest for game data and program code. In hindsight I don't think that the Expansion Pack was a great idea. It split the market and since not that many people had it, developers always had to make the games essentially for non-Expansion N64s. We went the extra mile to give Expansion Pack owners significant improvements in our N64 games but it was a burden on the development team.

An ARAM Expansion for the GameCube would have the same market-splitting effect and I don't think that too many developers would use it. It certainly wouldn't make a difference for the performance of games.

Planet GameCube: Why is it that Rogue Leader looks so much better than virtually every other GameCube game, let alone X-Box or PS2? Is it because you have had very early access to GameCube hardware?

Julian Eggebrecht: Maybe. I really don't know. One thing Rogue uses extensively is bump-mapping and that's something I haven't seen much in other games. It makes such a difference. We spent a lot of the overall development time on our shaders and the light/shadow code. That certainly made a huge difference. Both without the landscape shadows, cloud shadows and the self-shadowing on all objects looked very boring. The landscape levels also use a lot of texture layers to give an organic feeling to the surfaces.

Planet GameCube: Having received a prototype build of DPLII decoder very early on, how much more has Factor5 improved on it and what are the noticeable improvements?

Julian Eggebrecht: You get 5 channel positional surround sound and even on regular DPL decoders much better surround sound than in previous games. The big breakthrough really was to get the DPL2 decoder to do exactly what we wanted it to do. Dolby themselves did not expect that to be possible and were very surprised.

Planet GameCube: Since Factor 5 has integrated the DPLII technology into Rogue Leader and vastly improved on it, what licensing issues are involved? Knowing that the technology is only currently available in Rogue Leader, will it be licensed to other development studios as well?

Julian Eggebrecht: The technology obviously does exist in our internal MusyX versions. I am hoping that the licensing issues for the general GameCube development community will be out of the way soon - at that point other developers just have to update their MusyX version, throw a

switch and automatically will have 5-channel sound.

Planet GameCube: Are there any Episode II "preview" ships hidden in RL that have to be unlocked (similar to the Naboo ship that could be unlocked by a code in RS)? Is the Buick back?

Julian Eggebrecht: You don't expect a straight answer to that, do you? Let's see what people find while playing the game.

Planet GameCube: It's been said before that the 64 simultaneous 3D sounds listed on the spec sheet is a low number that's been surpassed: how many have you guys managed to do by now?

Julian Eggebrecht: We haven't measured DSP performance for a long time, so I really don't know. It's a lot more than the spec, though. Rogue never ran into problems and it uses a full real-time orchestra as well as all the 3D sound-effects at the same time.

Planet GameCube: If you had another month to work on Rogue Squadron 2, what would you improve?

Julian Eggebrecht: Details. There is always so much to improve in the details. Overall, though, Rogue Leader is what we hoped it would be.

Planet GameCube: What's on the horizon for Factor 5? You guys taking a break?

Julian Eggebrecht: First there is a month off and after that we'll see.

Planet GameCube: Is there any talk about a Rogue Squadron 3? Is there any possibility for online play or split-screen multiplayer modes?

Julian Eggebrecht: Nobody here has really thought about a Rogue 3, but if we ever should do one, it would have to be significantly different from the first two. Multi-Player is an obvious addition but for single-player

you can only do so much with the arcade feeling still intact. Rogue Leader takes it as far as you can go without getting too simulation-heavy.

Planet GameCube: How about an Episode 2 game? Or would you like to stay with the "old school" Star Wars universe?

Julian Eggebrecht: We have no plans for either one as of now. Episode 2 looks cool, though.

Planet GameCube: What happened to Thornado? It was one of the earliest announced (N2000/Project Dolphin) GameCube games, we got the MP3, and then silence. We've heard rumors the project is dead. Is this true?

Julian Eggebrecht: It is on hold since the early days of Rogue Leader. Once again, we don't know yet what we will do next. Let's see what the team says when we come back from vacation.

Hello!

I've known NWR for a very long time. Back when I started reading it was called planetgamecube. I checked the site as often as my parents would let me use the internet.

I was super excited for the gamecube and got nearly all my pre launch news from PGC. Others included ign64.ign.com, cube-europe, gamecube.nl...

I spent hours waiting for the spaceworld zelda trailer, the nature/donkey kong fmv videos and others to download from planetgamecube over dial up.



To this day I can clearly recall the overwhelming feeling of joy, anticipation and excitement I had back then...to the point of getting watery eyed, silly as it may be.

As is the case for many others I suppose, life has changed drastically since then; bills, full time job, stress, obligations and lack of free time are just some of the things that come to mind.

I've been missing that kind of magic in my life for a long time and discovering this PDF magazine has inspired me to bring it back. I'm going to:

- read through the Powered Off issues chronologically and try to keep up with new issues**
- buy a Wii U before the year is over and not bother with other new consoles and their 'mature experiences'**
- make time to read NWR and keep up with new Nintendo games**
- put a goddam Pikachu in my e-mail signature!**

Thanks and keep up the amazing work!

- Stefan Courteaux

Hi Stefan

It's great to hear that you have been enjoying the PDF and re-discovering that special feeling of reading about Nintendo. I remember having similar experiences to you, I used to look all over the net for everything from news to trailers. It was a great time, and I also look back on those days of my early Nintendo fandom fondly.

Hopefully you are able to snap up your own Wii U soon, especially with the price cut for the system that is coming.

- Nick

Art Academy™

SKETCHPAD

Original Publication: August 8, 2013

Art Academy: SketchPad

By Daan Koopman

REVIEW

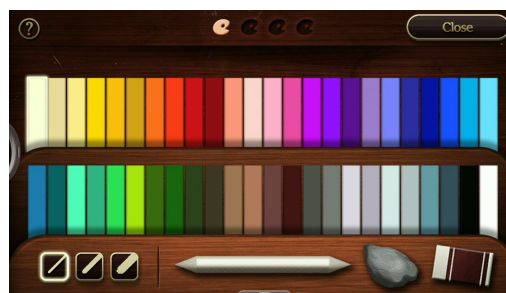
Willing to create art? We welcome you to your new jam!

The Art Academy series is all about creating your own art pieces and following lessons to improve your skills. It is unsurprising that Nintendo is planning to release a Wii U version of Art Academy, though we are now only given a nice glimpse of what is to come. Art Academy SketchPad provides a preview of the full experience, giving you the ability to draw for a Miiverse public right now.

With this brand new application on Wii U, you aren't really given a tutorial on how to use all the tools. This is weird, because the previous entries did an excellent job of explaining everything you could do. If you are new to the series, your only help is a question mark button that will give you a general idea of what to expect from a feature. This may not be very inviting for beginners, but the app is still a lot of fun.

I am not a good artist and not even capable of drawing well in real-life, but the tools in Art Academy SketchPad made it appealing to try. You draw directly on the Wii U GamePad screen and this feels extremely nice, even more so than in the handheld versions of the series. Before long, I was painting a little world and ended up with something I felt alright about. Seeing what actual artists have done on Miiverse is even more impressive and I urge you to go check out the dedicated community.

Before you draw, you can choose a picture to inspire you and this will be shown on the television. You can also just go completely blank, if you have your own ideas to pursue. After this, you choose the materials you will draw on with an additional option to pre-color the background. When



you are finished setting up, you use various tools like pencils, colored pencils and pastels. These options are actually

quite appealing to just toy around and have fun with. For closer details, you can zoom in and out on the painting. When you are done with your art, you can send it off to Miiverse. If you are running out of time, you can also just save it for later and continue to draw when you are ready.

Art Academy: SketchPad is a fun little app, which is essential for Miiverse artists and something to toy around with for others. You must understand, however, that you won't be guided through the experience, so you won't get any help understanding what you need to do. If you can get past that, you will find a fantastic tool to make pictures on the Wii U GamePad.

Art Academy

Score

8

Pros

- + Great application
- + Plenty of tools available
- + Wii U GamePad screen nice to draw on

Cons

- No guidance



Cloudberry Kingdom

By Curtis Bonds

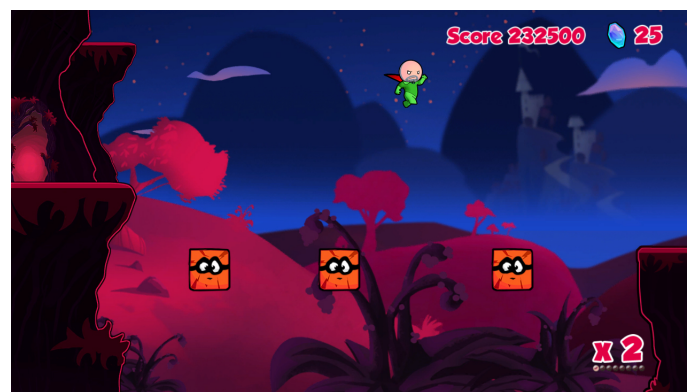
REVIEW

This game will take you to Cloud 9.

As someone who has been playing and loving platformers ever since I could retain memories, Cloudberry Kingdom was a game that immediately piqued my interest. Not only did it promise a challenge, but it was also being touted as an “endless platformer” due to its random level generator and incredible amount customization options. While “endless” is a bit misleading in terms of how long a level actually lasts, it does represent how long this game will keep you hooked.



Cloudberry Kingdom tells the tale of Bob, our aging hero, on a quest to save the princess and a mystical orb from an evil king. In between each world, we're treated to a cutscene that features all three of these characters in a charming papercraft style. Unfortunately, what's not so charming is the actual writing itself. It attempts to tell its cliché story in a sarcastic, ironic way, but it ends up being more obnoxious than anything else. The cutscenes are fully voice acted, but there was no real emotion or feeling put into it, which made me care even less about the story and characters. I would suggest skipping them.



Thankfully, the cutscenes do very little to drag down the actual game itself. In the game's Story Mode, you play through seven different worlds with their own theme, all of which contain 40 levels each. Not all of the levels in the Story Mode use the game's touted level generator. The exceptions are instead deviously designed by the game's developers, Pwnee Studios. In each level you'll encounter various obstacles, including pits, bugs, fire bars, moving platforms, and more. While the levels are somewhat simple in the first world, they end up becoming harder and harder as you progress. The game gets especially tricky when it introduces a specific power-up every ten levels. There's the Double Jump which allows you to jump again in mid-air, the Jetpack that allows you to soar upwards for a limited amount of time, the Tiny Bob/Giant Bob powerup that makes you smaller or larger, and the Spaceship that automatically scrolls forward as you dodge enemies. Most of these powers are really fun to use, and provide an extra challenge to some already tricky levels, but some powerups like the Stone Wheel or Cardboard Box can make things more frustrating than fun, since they don't give you as much control as the others.



than just giving you a singular one. Each one of these modes is very addictive and gives you plenty of incentive to keep playing, including the previously mentioned online leaderboards, unlockable characters and costumes, and much more. Freeplay Mode just straight up gives you complete access to the game's toolset and lets you customize just about every aspect of how you play, from how long and difficult the levels are, the frequency of hazards, adjusting acceleration and speed of your character, how high and frequently you can jump, and much more. I would prefer that we could somehow use these customization options in other modes of

the game, at least for fun, but it's still a fantastic addition.

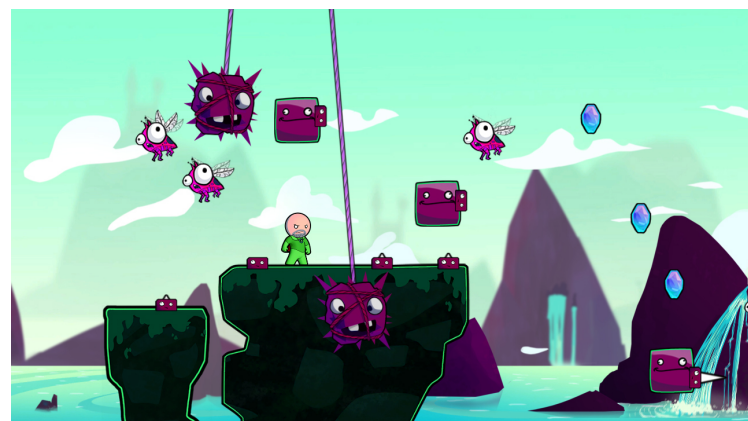
Even without those terrible power-ups, the game can sometimes be unforgivingly difficult due to what I call a "do it our way" level design. This is when the levels are designed to be completed in a very specific way, down to the very last split second jump, compared to figuring out your own way to complete a level at your own pace. I've always despised this kind of level design in platformers, because it makes me feel less like I finished a level because of my own skill, and more like I finished it because I followed a strict set of rules. Thankfully you can enable various features in each level, which include showing you how to complete a level, slowing down the speed of the game, and showing you a dotted-line path to the end of the level. These are activated by pressing X and spending gems that you collect in each world. These features came in handy, as some levels get way too hard to try and complete on your own.



The graphics, sound and music of the game aren't really anything special. The graphics are well drawn and colorful, and all the hazards stand out well enough that I never really feel like I didn't see something coming. The music, on the other hand, doesn't really fit the game very well. Instead of each world having its own song, the game is constantly looping a playlist of generic electronic music. Each song fades out as it ends while the next track loads, so every now and again, there will be moments where there's absolutely no music being played at all, which is a bit jarring. My advice is to just go into the Options menu, turn the music all the way down, and just put on a playlist of whatever music you like.



There's also an Arcade mode and a Freeplay mode that feature the game's most unique aspects. In Arcade mode, you have four different sub-modes that all track your high score with online leaderboards. "Escalation" gives you 15 lives, lets you pick a specific power-up, and tests how long you can go through randomly generated levels until you run out of lives. Time Crisis is the same as Escalation, only you're given a time limit instead of lives, which can be replenished by collecting gems in each level. Hero Rush gives you the same time limit, but your power-up changes with each level. Hybrid Rush is the same, but it combines random power-ups together, rather



The only Wii U feature present in game is Off-TV Play, which is constantly running on the Gamepad at all times. Other than that, the Wii U version of the game doesn't have anything that feels like it was designed with the system in mind. When you boot up the game from the Wii U Menu, it doesn't even show the game's logo, nor does it have a short musical piece to go along with it. It also would've been nice to see some special Miiverse integration, or being able to design levels using the touch-screen.



Despite the lack of Wii U specific features, I'm happy that the system got this game. Cloudberry Kingdom is an excellent platformer that every Wii U owner should have in their digital collection. Despite some annoyances with the difficulty and a few lame power-ups, the game is incredibly rewarding when you finally complete a difficult level or reach a new high score. Congrats, Pwnee Studios, you made a berry good game.



Score

8

Pros

- + Addictive game modes
- + Fluent controls
- + Freeplay Mode has insane amount of customization
- + Some very fun power-ups

Cons

- A couple power-ups aren't fun to use
- Doesn't utilize unique Wii U features
- Music is generic and doesn't fit the game
- Writing isn't very funny



Original Publication: August 6, 2013

Nazo no Murasame Jō By Danny Bivens

REVIEW Mini

Japanese historical records suggest that Takamaru was hired by the shogunate to vanquish aliens.

Nazo no Murasame Jō (The Mysterious Murasame Castle) is an action game for the Famicom Disk System that puts players in the role of Takamaru. As an agent of the shogunate, it's Takamaru's job to investigate and restore order to the area surrounding Murasame Castle after an alien creature threatens the peace of the realm.

Controls are what you would expect from an old-school game: simple. The A button allows Takamaru to attack with projectile weapons or his sword once enemies are close. The B button is used for special items, which can be found scattered throughout the levels. Once obtained, they can be used for special attacks for a limited amount of times. One interesting combat element of the game has to do with the various power-ups that can be found to strengthen Takamaru's projectile attack. There are quite a few of them ranging from simple shuriken to long range fireballs that can shoot in four directions. Once the player loses a life, power-ups are gone.

The game features a top-down perspective and has a visual style that is very similar to the original Legend of Zelda. Players have an allotted amount of time to get through each area. Spread throughout the game world are tons of enemies, which at times swarm on the screen and

really make things difficult. Boss and mini-boss characters also provide for a variety of enemy engagements. With the deluge of enemies, particularly in the later stages, I sometimes felt cheated by cheap deaths.

Nazo no Murasame Jō is an extremely old school action game that can easily challenge and frustrate gamers at the same time. While the game is enjoyable, I found myself avoiding enemies and spamming the save states to complete the game. To state it simply, Takamaru's adventure is a quickly paced linear action game with time limits and a heavy emphasis on Japanese traditional culture.



Score

7.5

Pros

- + Fun combat system
- + Lots of Japanese cultural references (tanooki, tengu, samurai, etc.)

Cons

- Cheap deaths
- Slowdown when too many sprites are on screen



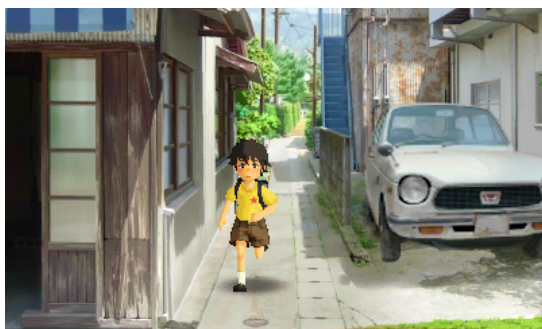
Original Publication: July 22, 2013

Attack of the Friday Monsters! A Tokyo Tale By James Dawson

REVIEW

Come for the Ultraman references and stay for the Ghibli-esque story and presentation.

It isn't every day that you're offered a chance to experience your childhood all over again. But that's exactly what Attack of the



Friday Monsters! A Tokyo Tale does, albeit this time in an alternate version of 1970s Japan. It puts you in the role of Sohta, a young boy living in Fuji no Hana, a small Japanese town where giant monsters run amok every Friday night. However, the monsters aren't there for you to fight; instead they act as a backdrop for the game's charming, and often wacky, tale.

In many aspects, Attack of the Friday Monsters! shares more in common with a Studio Ghibli film than it does with other video games. Instead of excelling through its gameplay it relies heavily on its presentation and story to keep players entertained. One thing you'll notice immediately as you start the game is its wonderful soundtrack. Even the title screen music would seem at home in a Studio Ghibli film. It's easy to see that a lot of work was put into the game's sound design, and it goes beyond just music. As you walk around Fuji no Hana, you'll hear a number of sounds, from people talking to the birds chirping. Additionally, a large portion of the game's dialog is fully voiced in Japanese.

The game is also filled with beautiful, pre-rendered backgrounds that fit its anime-like aesthetic perfectly. The character models are similarly anime-like, but they look kind of rough when the camera is zoomed out. Though, I imagine this is more of an issue with the resolution of the 3DS's screen than anything else, as the models look much smoother up close.

Of course, the real draw of Attack of the Friday Monsters! is its story, and, luckily, it's just as well done as its presentation. That said, you're not going to find a lot of kaiju action in this game. Despite heavily referencing tokusatsu films and television shows, Ultraman specifically, the story is more about reliving your childhood in Sohta's shoes. Additionally, the entire game takes place over the course of one Friday, so you won't get to witness the monster until the very end. Although its charming dialog and jokes more than make up for its lack of giant monsters. There are also a few science fiction elements later in the story, but I'll let you experience those yourself.



Where Attack of the Friday Monsters! is less successful is its gameplay. There's really not a lot to do other than explore the town and talk to people to advance the story. There is a collectible card game that you can play with the other kids called "Monster Cards," but it's fairly simple. If you've played Rock-paper-scissors before, you should be able to win no problem. That said, playing the card game actually helps advance the story, as beating kids makes them your servant and allows you to cast a make-believe spell on them, which may lead them to reveal a clue as to who you need to talk to next.

However, the best part of Monster Cards is the collectible aspect. Scattered around Fuji no Hana are colored orbs called Glims. Collect seven of a kind, and you get a new, monster-themed card with its own unique background, artwork, and level. The higher the cards level, the better you'll do against the neighbor kids. You can also fuse duplicates to make stronger cards, so it pays to look for Glims as you play.

Attack of the Friday Monsters! A Tokyo Tale isn't a long game. You can finish the main story in around three hours, and all of the end game content in about four or five hours. Nevertheless, its charming story and exceptional presentation make it more than worth your time, especially if you're fond of Japanese monster flicks from the 60s and 70s.



Score

8.5

Pros

- + Charming story and characters
- + Exceptional presentation
- + Wonderful and varied soundtrack

Cons

- Lackluster gameplay



Nintendo World Report T-Shirts are available to buy over at:
ninwr.spreadshirt.com

The various designs feature logos and artwork from two of our great podcasts, Radio Free Nintendo, and Connectivity. Go on and grab yours today!

The original RFN shirt design features "character art" of Jonny, Greg, James, and Lindy, all provided by listener David Ochart. The overall graphic design is by Amanda Albert. The front features all four beloved RFN personalities arranged in the style of the classic "black box" NES packaging; the back says "NintendoWorldReport.com" and "Est. 1999".



NEXT ISSUE



Got some ideas? Or just want to have your say? Then send your mail to:

poweredoff@nintendoworldreport.com