

## Nintendo Land review

*By Jamie Balfour (adapted from Weblog)*

Whilst Nintendo Land may have been the Wii Sports of the Wii U, it is aimed at the more serious whilst being fun gamer, one who enjoys a laugh and would play the game with non-gamers, but can still take the game seriously. Wii Sports was a great game for parties and the like, but there was no real ability to play it on your own, this was undoubtedly what lost the serious gamer market from Nintendo.

The Wii U tries to recapture the market that was lost by the Wii. This is good news for most serious gamers as back in the nineties there were some serious enough games out there, especially on the Nintendo 64 (to name a few; Goldeneye, Ocarina of Time, Majora's Mask, F-Zero X, Perfect Dark, Mario 64) and these were all widely claimed to be some of the best games of that generation. Sony, the main competitor at the time, only had a handful of successful serious games that were of the same calibre as the Nintendo 64. And although the PlayStation 2 is as of the release of the Wii U, the most successful console of the last few generations; its games did face still competition from Nintendo with the GameCube. However, to most people's disappointment, the GameCube just did not seem to produce enough games quickly. The GameCube lost a lot of Nintendo's audience just as the 64 had. This doesn't mean to say the GameCube games were bad; just there was a lack of serious ones. I of course, loved the GameCube and would go as far to say that it was the best console ever built.

However, let's not dwell on the past, the Wii U promises some serious games and as mentioned earlier, the spectrum of Wii U games that are out just now is rather broad. Firstly, Nintendo Land, although mentioned earlier, I did not talk too much about it. Whilst the purpose of this post is not to review Nintendo Land but to discuss its impact, it may still be necessary to discuss the way the mechanics of the game work.

Nintendo Land is a game where the user selects a 'mini game' that they would like to play. The choice of controller varies from game to game; therefore, Nintendo has given the option to choose a control to use; a Wii U GamePad or a Wii Remote. The games are based on Nintendo games themselves and actually have references to Metroid, Zelda, Yoshi, Luigi's Mansion, Game and Watch, Animal Crossing, F-Zero, Pikmin, Donkey Kong, Balloon Trip, Mario and a ninja game released for the Famicom and they are generally good fun. Whilst this is the case, I also get very competitive with the Zelda, Pikmin and Metroid games which I feel are not only fun, they are in depth enough that they are competitive games.

The game is a good start for Nintendo, and its purpose of giving a taster of the Wii U has been achieved and I would say Nintendo are moving back on the scale towards being a serious gamer's company but with a bit of fun on the side. Nintendo Land pretty much summarises how the Wii U should turn out and gives an idea as to what the serious gamers are going to like (for instance a new Metroid game as Corruption was awful in my opinion). It's been a long time coming, but I do hope Nintendo will straighten it out, especially with the remake of The Legend of Zelda: Wind Waker, Pikmin 3 (one of my all-time favourite games was Pikmin for the GameCube) and hopefully many more marvellous games!

For now, Nintendo Land gives us a bit more to play with, and if you like using the tablet, the game is definitely worth having a look.