

Pure Nintendo magazine



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E3 2012 Recap
 Nintendo had a big showing at E3 2012 and we recap all of the Wii U/3DS games we got to play at the show.

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MESSAGE FROM THE EDITOR

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As you can tell we spent a lot of time revamping the magazine to make it better and are now offering a subscription for the first time. We are always looking for ways to make Pure Nintendo magazine better for everyone to enjoy.

Welcome, to the 6th issue of Pure Nintendo magazine. As I write this, Twitter is infused with tweets remembering and mourning Nintendo Power. Even though I myself have not subscribed to Nintendo Power in over three years, it is hard to imagine video game journalism with out it. It could almost be safe to

say that we all have fond memories of a special issue of Nintendo Power.

With the thoughts of Nintendo Power in our minds it is time for everyone here at Pure Nintendo to quadruple our efforts with Pure Nintendo Magazine. We know we have some big shoes to fill and we also know we are

no where near the prowess of Nintendo Power but we hope to one day reach half the level of Nintendo Power. We would invite you to join us as we journey together to fight and keep magazine media alive and kicking. There will be growing and learning pains along the way but we know with time and

your feedback, we can fill those shoes left behind by Nintendo Power.

You can always ask questions or voice your concerns by emailing magazine@purenintendo.com. Who knows, maybe your questions will make it in an issue of Pure Nintendo Magazine.

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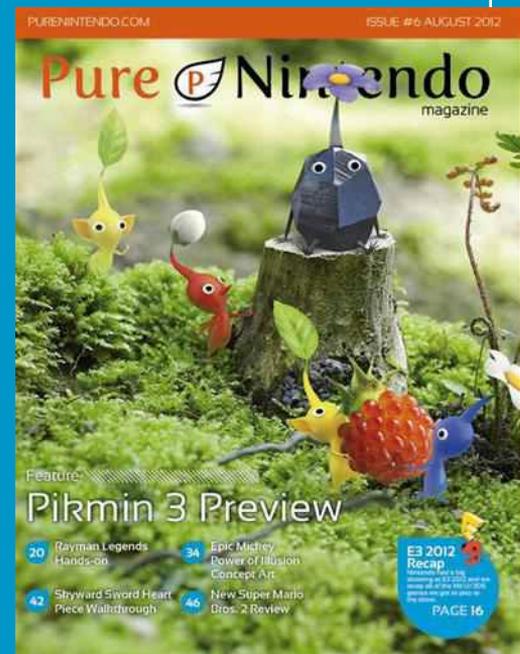
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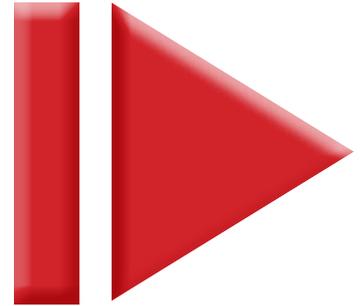
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Nintendo Direct Recap

06.22.12



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The latest North American Nintendo Direct was the best one yet and revealed some new games as well as a new 3DS. We knew Nintendo had a new 3DS in development but I think most of us expected it to be announced at E3. With Nintendo focusing on the Wii U at their press conference, we were left wondering when we might hear more about a new 3DS. Finally, the day has come and Nintendo officially announced the 3DS XL for release on August 19. The system will retail for \$199 and comes packed with a 4GB SD card and screens that are 90% bigger. The system itself is about the same size as the DSi XL but since the 3DS' top screen is widescreen, the top screen is the biggest ever for a Nintendo handheld.

As the Nintendo Direct continued, it was announced that New Super Mario Bros. 2 will feature DLC levels after the game's launch. Nintendo's President, Reggie Fils-Aime, specifically mentioned that once the developers were done with the game, they would immediately start making new levels for download. I would expect to

see some level packs by the end of the year or early next year. One notable game that was missing in action at E3 was Professor Layton and the Miracle Mask for the 3DS.



Thankfully Nintendo didn't forget about us and announced the game would be available

October 28. Nintendo also mentioned that there will be free downloadable puzzles for the new Layton game every day for a year. Also shown was a new game that specifically benefits from the 3DS XL, Art Academy: Lessons for Everyone, the follow-up to Art Academy on the DS. Rounding out the first 10 minutes of the broadcast, Nintendo announced that Kirby's Dream Collection will be available for the Wii in September. The collection will feature Kirby's Dream Land (1, 2, 3), Kirby's Adventure, Kirby Super Star, and Kirby 64: The Crystal Shards.

Finishing off the Nintendo Direct, Reggie focused on new games in the Pokemon series. Pokemon Dream Radar for the 3DS eShop will allow players to catch Pokemon in an augmented reality environment and transfer them to their Pokemon Black 2/White 2 games. Pokedex 3D Pro will also release for the 3DS this fall and will feature all the new forms of Pokemon featured in Pokemon Black 2/White 2. Finally, Pokemon Black 2/White 2 will release in the US on October 7. This Nintendo Direct was by far the best one yet and is a sign of good things to come from the Big N.



August 19
\$199

Red

Blue

CHARACTER PROFILE

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Marth

Marth is a character from the video game series Fire Emblem, created by Shouzou Kaga from Intelligent Systems. He is the main protagonist and Lord-class character of the original games. The games are tactical RPG with many characters and plot lines. Marth was first seen in Fire Emblem: Shadow Dragons and the Blade of Light. Released April 20, 1990 in Japan on the Nintendo Famicom, it was the first game in the Fire Emblem series. Marth is depicted as a heroic prince, sixteen years of age who was forced to flee his home kingdom of Altea after it was attacked. He then assumes the role of a hero leading a rebellion to regain control of his kingdom and save his sister Elice. He is then seen again in Fire Emblem: Monshō no Nazo, on January 21, 1994 on the SNES, the third game in the Fire Emblem series. Marth is not seen again until Super Smash Bros. Melee in 2001.

Super Smash Bros. Melee, for the Nintendo Gamecube, was Marth's first appearance in North America. Marth is unlocked if the player fights with the original fourteen characters. Originally Marth and fellow Fire Emblem protagonist Roy were only going to appear in the Japanese version of Super Smash Bros. Melee, but after some favorable attention during localization, Nintendo-both him

lo-

Bro. Melee, but after some the game's North American do of America decided to keep and Roy. Initially, in the English calization of the original video animation, Marth was referred to as Mars, but was pronounced Marce. With the release of Super Smash Bros. Melee, Nintendo of America officially made his name Marth. He is then seen again in Super Smash Bros. Brawl in 2008.

The popularity of Super Smash Bros. games gained a widespread interest in the Fire Emblem games in the West. Fire Emblem titles were only released in Japan at the time, but with the new international interest, Nintendo released

Fire Emblem: Rekka no Ken, November 3, 2003 in North America for the Game Boy Advance. It was the first Fire Emblem game released outside of Japan. A remake of the first game, its title was shortened to Fire Emblem: Shadow Dragon and was released

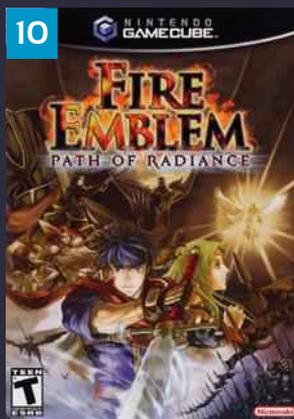
on the Nintendo DS in Japan in 2008. Marth reprises his role as the story's protagonist again in his first game to be released in the States, although it was released February 16, 2009 in North America,

nearly a year after Japan's release. Nintendo also did a remake of their third game and called it Fire Emblem: Shin Monshō no Nazo: Hikari to Kage no Eiyū. It was released for the Nintendo DS in 2010. Marth also appears in the Fire Emblem anime, based on Fire Emblem: Monshō no Nazo. It depicts Marth and his sister fleeing from the castle after his father is killed by the evil priest, Gharnef. Followed by



Marth facing the shame of his family's defeat, he saves his friends and Caeda's city from pirates and then rejoins the war effort. The second episode mostly follows the character Navarre of the same game. The anime unfortunately ended production after only two episodes. Marth is also featured as a card in both of the final expansion sets for the Fire Emblem Trading Card Game along with other characters from Fire Emblem: Monshō no Nazo and also as a promotional card.

This year Nintendo has come out with its latest addition to the Fire Emblem series, Fire Emblem: Awakening. It's not yet released in North America, but is said to be out by 2013. It will have elements of game play from previous games and offers various new features such as a new option to perform a team-up attack with supporting characters, and will be the first 3DS title to utilize paid downloadable content. Marth, as well as Roy, will be available as paid downloadable content and Marth will be two different SpotPass characters: Prince Marth and King Marth. The game is set far in the future and follows Marth's distant descendants: Prince Krom and Princess Lucina of the Holy Kingdom of Iris. In the trailer it shows a masked character dressed as Marth and claiming to be Him.



1 Fire Emblem: Shadow Dragons and the Blade of Light Famicom (1990)

5 BS Fire Emblem: Akaneia Senki Satellaview (1997)

9 Fire Emblem: The Sacred Stones Game Boy Advance (2004)

13 Fire Emblem: Shin Monshou no Nazo Hikari to Kage no Eiyuu Nintendo DS (2010)

2 Fire Emblem: Gaiden Famicom (1992)

6 Fire Emblem: Thracia 776 SNES (1999)

10 Fire Emblem: Path of Radiance GameCube (2005)

14 Fire Emblem: Awakening Nintendo 3DS JP: (2012), NA: (2013)

3 Fire Emblem: Monshou no Nazo SNES (1994)

7 Fire Emblem: Fuuin no Tsurugi Game Boy Advance (2002)

11 Fire Emblem: Radiant Dawn Wii (2007)

4 Fire Emblem: Seisen no Keifu SNES (1996)

8 Fire Emblem Game Boy Advance (2003)

12 Fire Emblem: Shadow Dragon Nintendo DS (2008)



PIKMIN 3

Hands-on Preview

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“THE ROCK PIKMIN ARE REALLY UNIQUE AND CAN BE USED IN A NUMBER OF WAYS.”

JUSTIN SHARP
EDITOR-IN-CHIEF

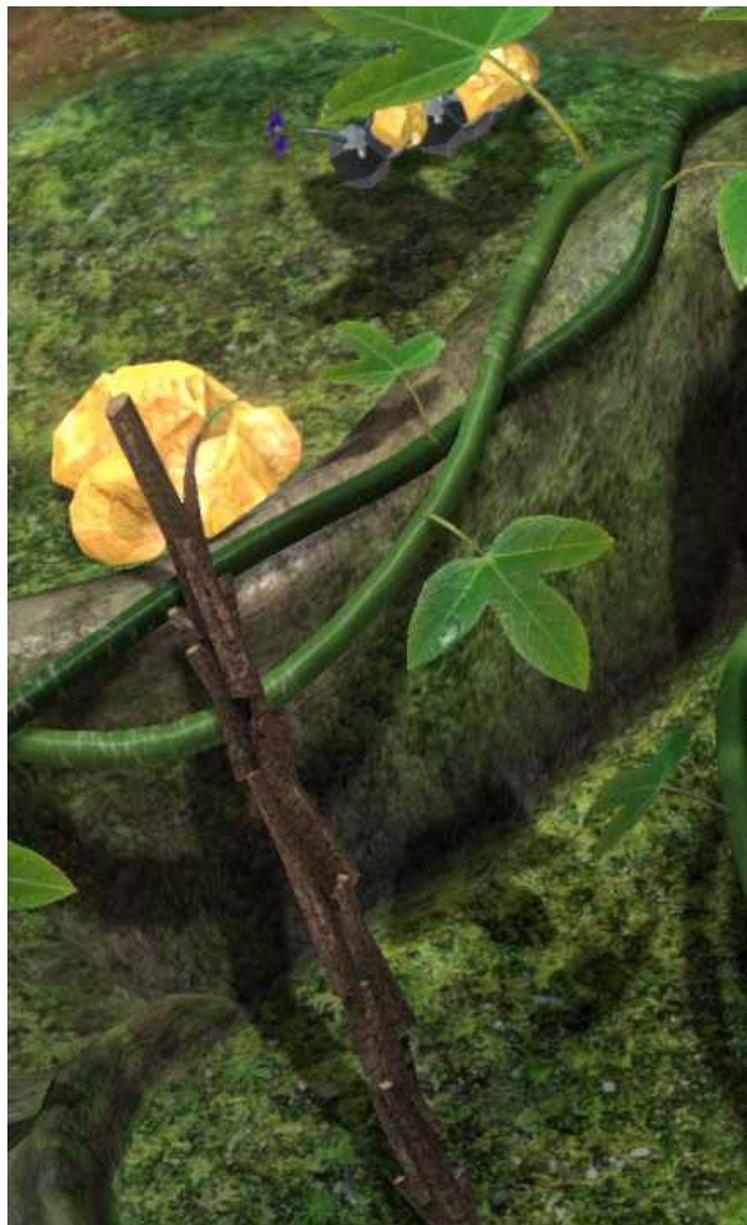


Pikmin 3 was easily my most anticipated game to play at E3 this year. Mr. Miyamoto had mentioned its existence at the last 3 E3's so I was really hoping we'd finally get to see it this year. And, like I had hoped, the first thing Nintendo showed at their E3 2012 press conference was a new trailer featuring Miyamoto and the Pikmin!

The trailer showed right

off how great the game is going to look with HD visuals and the added depth of field effect was definitely a crowd pleaser. As soon as the show floor opened, we went straight for Nintendo's booth and right to Pikmin 3. One thing worth mentioning is that Nintendo was showing Pikmin 3 with both Wii U GamePad controls and also traditional Wii/Nunchuk controls. I was able to get hands-on with both play types which was a rarity since Nintendo stopped featuring the Wii U GamePad after the first day of E3. Well, let's get on with the impressions shall we?

The updated Wii U controller definitely felt a lot more comfortable than the model from E3 2011. The sides had more contoured edges and it fills the palms of your hands a lot better. The first demo for Pikmin 3 had you finding as much fruit as you could within the time limit. You start off the game at a small warp point. It looks like a mobile version of the part assimilator from the first game and it's been repurposed for fruit in this case. There were several groups of Red Pikmin hiding under some leaves and I immediately called out to them using the GamePad. The Wii U GamePad's gyro/accelerometer combination are used to aim your reticule on the screen. Think of the bottom of the controller as the center of the screen so if you pivot the controller around, it'll move around the screen as you expect. It may sound a little complicated, but it felt really smooth. Once I had my initial group of Red Pikmin, I ventured off in search of strawberries, cherries, and grapefruit. The first slope you come around you find a cluster of mushrooms and the Red Pikmin made quick work of it to reveal an area with more fruit and a few more Pikmin. Moving on, I encountered my first enemy of the game, a Bulborb that looked very similar to the ones from the first games. He was dispatched quite quickly with one direct throw of a Red Pikmin and I was free to tackle the first of many walls in the level. This first one was made



of some loose rock/dirt. One really cool thing about Pikmin 3 is the Pikmin attach to the wall exactly where you throw them so it crumbles in a really cool way--less uniform than in the first games.

Moving through the corridor I came upon a new enemy that was flying and was translucent. Inside I could see some metallic looking objects so I quickly threw some Pikmin on the enemy and was awarded with the first of hopefully many new Pikmin, the Rock Pikmin! The Rock Pikmin are really unique and can be used in a number of ways in the demo level. Immediately after acquir-

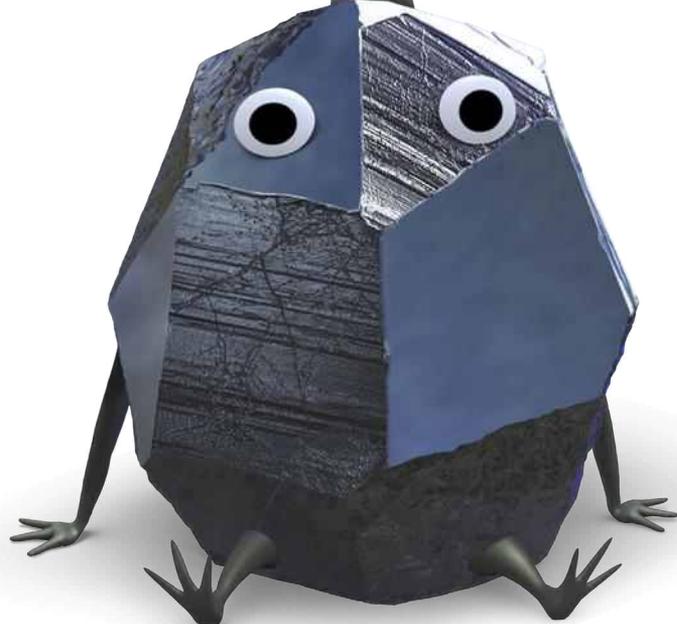
"THERE ARE ALSO A LOT OF LITTLE TOUCHES IN THE ANIMATION OF THE PIKMIN AND ENEMIES THAT REALLY HAVE TO BE SEEN IN MOTION TO FULLY APPRECIATE."

JUSTIN SHARP
EDITOR-IN-CHIEF



ing them, there was an enemy that used a piece of crystal to shield itself. By throwing one Rock Pikmin on its shell, it broke and you could easily defeat the enemy. Another use for the Rock Pikmin is in taking down walls that are made of that same crystal (maybe glass). Like the case of the rock/dirt wall, the glass wall cracked every place the Rock Pikmin struck the wall until it shattered to the ground. There are a number of areas with the same crystal/glass as well. Fruit, in some cases, was incased in the crystal and could only be freed by the Rock Pikmin. Once I broke through the glass wall, there was gold fruit and even deposits of what looked like gold throughout the level that the Pikmin could harvest. My guess is the gold could be used for upgrades or items later in the game.

Another new enemy that I encountered was a fiery slug creature that left a flaming trail everywhere it went. Naturally I used the Red Pikmin and kept my





Rock Pikmin behind me. Pikmin color management has usually been a couple button combination in past games, but it's quite easy to select a specific type/color Pikmin with the Wii U controller. It was the simple press of a button to toggle between Pikmin types. I'm hoping you can switch between types on the touch screen but the screen was mostly unused for the demo unfortunately. The Nintendo rep mentioned that features were still in development on the Wii U GamePad. I guess Nintendo focused on the Wii remote/nunchuk initially and will add more to the Wii U gamepad towards launch. The Wii remote/nunchuk controls were almost exactly the same layout as Pikmin or Pikmin 2 on the Wii. They felt very natural but I'm really hoping the Wii U GamePad will have some compelling new features like Pikmin management on the touch screen or even voice controls.

The next area in the demo opened up to an area with a pile of slate rocks. I used the command button to send the Pikmin to the pile and they quickly built a cool mosaic-like bridge back to where the level originally started. With the bridge built, I was easily able to transport the last pieces of fruit much more quickly. The demo ended once the time limit was up but the next demo started up and showcased one of the game's first bosses.

The boss is definitely the biggest boss of any of the Pikmin games so far. He's a giant centipede creature covered in ice/crystal/glass and has huge pincers. The goal of the battle is to have your Rock Pikmin break the layer of crystal on his body and then have the Red Pikmin attack his softer shell underneath. Initially I was trying to take out all the crystal on every segment of the creature, but I quickly



found out that wasn't a good idea. I lost a lot of Pikmin when the boss trapped them with his pincers so I decided I would just break the shell on his head and his life went down a lot quicker. The boss battle was quite involved and not as simplistic as some of the bosses in the first games. It took a little more finesse to maneuver the Pikmin around the boss and get in a good position to attack.

Visually, Pikmin 3 is the best looking first-party game on the Wii U, hands down. Most of the other Nintendo games were very stylized and looked great, but Pikmin 3 did the most with realistic shadows/lighting, and realistic graphics. The depth of field is also a huge plus in the game that really adds to the immersion. There are also a lot of little touches in the animation of the Pikmin and enemies that really have to be seen in motion to fully appreciate.

You shouldn't have to wait too long to play the game as Pikmin 3 is slated for the 'launch window' and looks to be the first of hopefully many great-looking Nintendo franchises in HD.





PIKMIN 3 FEATURES

Players can play using Wii Remote Plus and Nunchuk-based controls or the Wii U GamePad controller. With new intuitive controls that make it possible to aim at objects directly, players can command their tiny, yet powerful, squads in different ways.

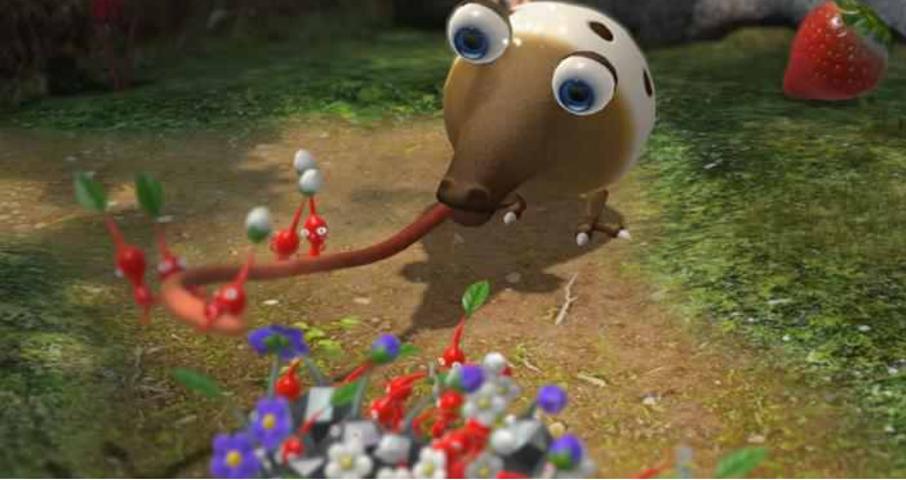
The GamePad acts as an overhead map and radar to track Pikmin movements in real time. Players can slide a finger across the touch screen to quickly switch between areas, giving greater flexibility in commanding multiple groups of Pikmin.

The greater processing and HD capabilities of the Wii U console are put to extensive use, resulting in a more intricately designed world, enhanced ant-like movement of the Pikmin and precisely detailed overhead views for enabling easier strategic use of the Pikmin.

After completing a stage, the replay feature allows players the option to review their results using the GamePad and TV. Fast-forward, rewind or pause while assessing the previous mission to decide on other paths.

In addition to the five original types of Pikmin encountered in previous games, the new Rock Pikmin bring powerful new abilities and are able to crack hard outer shells of enemies and break through solid barriers.

Mission Mode challenges players to earn the most treasure in a given time.



E3 2012

HANDS-ON

Eli's Take

LEGO City: Undercover looks like a fun game for young gamers or anyone who loves LEGOs. The game has a Grand Theft Auto feel, except you are in a LEGO environment and playing from the law enforcement's perspective. The GamePad is used as the player's "communicator," and displays a map and other important information on the screen. The demo consisted of tracking down a criminal by following clues, solving a few puzzles and chasing him down. You can jump in cars to get around the city, but I wasn't very impressed with the handling of the car I drove around. LEGO City has many of the elements in the other LEGO adventure games, but the open world environment gives you more freedom to explore.

Pikmin 3 has a beautiful environment, probably one of the best I saw at E3. I was told that the GamePad controls were still being worked on, so I played with the Wii Remote and Nunchuk. The controls felt very natural while selecting and guiding the Pikmin. The demo consisted of a timed challenge level to become familiar with the environments and collecting Pikmin, and a boss stage. The gameplay was awesome and I'm definitely planning on buying it at launch.

Trine 2: Director's Cut is definitely on my list of must-have Wii U games. It's one of the best looking platformers I've seen, and lots of fun. The game contains both action and puzzles, and you can quickly switch between three characters with different skills to accomplish your goals. I've always been a big fan of platformer games, and Trine 2's detailed visuals and physics are better than any other game of this type I've played.

New Super Mario Bros. U was fun, but I was disappointed it didn't take advantage of Wii U's improved graphics. I enjoyed the demo and I'm sure I'll like the game, but I would have liked to see more detail and depth in the levels. Instead, it looks pretty much the same as New Super Mario Bros. Wii. There are a few new items and of course the GamePad adds some new features and aspects. When

playing in one player mode, you can actually turn the TV off and play entirely from the GamePad screen. In multiplayer mode, a player can use the GamePad to place blocks anywhere on the screen. These blocks can help the other players get through obstacles in the level.

I played ZombiU in multiplayer mode and it was pretty fun. One player uses the GamePad to place zombies in different areas of the level. You get a top-down view on the GamePad's screen and you have undead troops to attack, guard and capture flags. The other player uses a Wii U Pro Controller or Wii Remote and Nunchuck. This player is a human and has a first-person view on the TV. The human's goal is also to capture flags, but also has to fight off zombies being placed by the other player. I enjoyed playing as both the zombie master and the human--both have their own challenges and strategy.



I only played ZombiU twice but it made a lasting impression. Ubisoft has crafted an incredibly unique game centered around the Wii U. It was refreshing to see a mature title take advantage of the Wii U GamePad and experiment with a variety of gameplay elements. My favorite feature was the backpack inventory. When the player needs to shuffle through the in-game character's backpack/inventory the game does not pause. The character crouches on the TV and the inventory opens up on the GamePad. This creates an incredible sense of panic when zombies are present.

Kevin's Take

E3 2012 was a fantastic convention albeit a bizarre one especially on Nintendo's part. I found myself torn because third parties had more games that took advantage of the Wii U than Nintendo did. While both Pikmin and New Super Mario Bros U were fantastic and I played them multiple times, they just didn't offer anything unique with the GamePad compared to 3rd parties. Although Nintendo may announce more about Pikmin 3 functionality later, it was ZombiU, Rayman Legends, Scribblenauts Unlimited, Lego City Undercover and Nintendo Land that kept me coming back. The way each game used the Wii U gamepad in such unique ways proved to me that the Wii U works and works incredibly well.

The first time I played with the GamePad it was awkward. It took me a little while to get used to having a touch screen on the controller and I felt a little overwhelmed with instructions. But after a few minutes of each game I had my bearings and was prepared for action.

Rayman Legends was the definitive platformer of the show. The game looked gorgeous and the addition of the assist player was incredibly fun and engaging. The assist player can manipulate enemies, collect items and alter objects on screen with the touchpad. While New Super Mario Bros U offers a similar assist feature, it's a much more limited experience.

Then of course there was Nintendo Land, a game I had written off before even playing it. Yet as I played through the variety of games it offered I began to understand Nintendo's excitement for this game. What I played in Nintendo Land proved that this game could be as addicting and popular as the original Wii Sports. Each game takes advantage of the Wii U GamePad in numerous ways that felt so incredible and fun that it put any worries I had about the Wii U to rest.

Before this year's E3 I was excited about the Wii U yet a little skeptical how games would take advantage of the system's unique features. But thanks to Nintendo Land and a variety of 3rd party games those doubts have been laid to rest. Nintendo you have my full attention, now show me the release date.

James' Take

E3 has come and gone and we take a look back to what was and wasn't at E3 2012. I cannot remember an E3 where Nintendo was under more pressure to perform than this last E3. One can say Nintendo brought the pressure on themselves by teasing their new system at the 2011 show and going a whole year with little to no talk about the system. This approach put a lot of pressure on Nintendo to perform during E3 2012.

I want to pose this question to everyone: Was Nintendo's press conference weak or did we, as fan boys, hype ourselves up too much? Yes, Nintendo could have done a lot more during their presentation, like a cool Metroid game trailer, but they didn't necessarily have to. Nintendo's idea for E3 2011 was not to announce a new system but a tech idea for their new system (ie the new Wii U GamePad). Nintendo made a mistake in 2011 by not making their presentation clear and by announcing it as their new system. Coming from someone who was at E3 2011; The Wii U at E3 2011 was a giant tech demo.

Now let us fast-forward to E3 2012 where we have Nintendo showing off the Wii U for the first time. But 'wait!' you may say. Didn't Nintendo show off the Wii U at E3 2011? Well my fair reader, you did not really read the paragraph above, or I didn't make myself clear. I will go with the first one. During the 2011 E3 press conference Nintendo didn't show anything Wii U related except for the idea of the controller (GamePad). It wasn't really until E3 2012 that we really saw the true reveal of the Wii U--the announcement of actual games, features,





and real Wii U talk.

If we look at the E3 2012 conference as the real revelation of the Wii U, we got everything we needed. No one expects a company to reveal everything about a system when they first show it off. Normally one would just expect a few games, and some details and features of the new system. Nintendo's mistake was showing off the Wii U controller the previous year and not mentioning the Wii U itself. This could explain all the confusion after Nintendo's 2011 press conference about what exactly the Wii U was supposed to be. Like these questions I got

for almost a year after: "What is the Wii U? Is it just a new controller for the Wii?"

Yes, Nintendo failed to take E3 2012 by storm but they showed us a lot about the Wii U. We saw a lot of games, learned a little about the dashboard and Miiverse as well as some great 3DS games like Paper Mario Sticker Star, Luigi's Mansion Dark Moon, and much more. If we take E3 2011 out of the picture, Nintendo had a great showing at E3 2012. Now we still have a problem...E3 2011 happened and it's hard to forget.

Alex's Take

Another E3 has come and gone this year. We were hit with a lot of exciting news, and Nintendo has once again put on a great show. With the introduction of the Wii U home console and its starting line up of games, as well as a preview of the quality 3DS titles on their way make this a good year to be a Nintendo fan. After watching both presentations, I had the impression that Nintendo is going to focus on keeping hard core gamers happy with a steady flow of enjoyable first and third party games while still having titles that appeal to the more casual gamer fan base that was built with the Wii system.

Nintendo has always been an innovative company, and they have proved this once again with the introduction of Miiverse. Miiverse is a way for Wii U owners to see what games other gamers are playing, as well as trade tips and socialize with players around the world; all from the comfort of their living room. I found this idea of never gaming alone to be really intriguing. I immediately had thoughts about the days when the Internet was not so prevalent, and when you were stuck on a game you relied on your friends gaming advice to succeed. This feeling of having your own personal and collaborative gaming community could be revived thanks to Miiverse.

The Wii U controller itself seems to be a perfect blend of interactivity and functionality. Using the controller's touch screen for selecting items and viewing maps looks very natural, and using the controller's screen to perform certain actions in a game looks fun and easy instead of being aggravating and cumbersome. Having the option to continue playing your game exclusively on the controller's touch screen is also a welcome feature that will be used by many large families who share a TV. With this new controller, I feel that Nintendo has learned from the Wii and DS systems how to implement a controller's unique functions

without hindering game play.

Games are ultimately what make a system successful or not, and it seems like Nintendo is taking their games very seriously this year. With Pikmin 3, New Super Mario Bros U, Nintendo Land, and a plethora of other strong third party games to be available at launch, gamers should have plenty to do with their new system right away. Now that the system is capable of outputting in HD, the games look absolutely gorgeous. Of all the titles shown, Nintendo Land is the one that sticks out the most to me. As they talked more about the game, the more I



felt the game was developed for both gamers as well as third party developers. Each mini game in Nintendo Land focuses on using the Wii U controller and Wii controllers in unique ways. I get the feeling these mini games are meant to not only entertain, but to coach developers into thinking outside of the box when designing games for the Wii U system.

The Nintendo 3DS also got plenty of love this year at E3. With big names like Luigi's Mansion, Paper Mario, New Super Mario Bros, Kingdom Hearts, and Castlevania to name just a few, 3DS owners should look forward to having a ton of great games coming their way. I was the most excited for this because I feel that the 3DS's library of games is

Justin's Take

E3 2012 was probably my most anticipated E3 in the last few years. Not only was it the last E3 before the Wii U's release in 2012, but it was also the end of a year long silence from Nintendo on the Wii U. Naturally my expectations were high for big game announcements from both Nintendo and third parties, but also for Nintendo's momentum in general since the limelight was squarely on them. After looking back on E3, Nintendo definitely had missed opportunities but there were also some great games shown as well.

As with most E3's, the moment you walk into Nintendo's booth, there's a feeling of being overwhelmed and excited all at once. The first game that caught my eye was Pikmin 3 and it did not disappoint. I had recently finished playing through Pikmin for the second time so I was in the mood for more. The game was by far the most impressive, visually, of Nintendo's first party games. Pikmin 3 was a great intro to the Wii U and for more about Pikmin 3, be sure to check out my full preview for the game on Page 8.

Another great game I got to play was Ninja Gaiden 3: Razor's Edge. I had been keeping tabs on the game when it released on the 360/PS3 and saw many of the disappointing reviews for the game. I was pleasantly surprised after playing the Wii U version and can say the gameplay was fantastic. The developer demoing the game mentioned that Nintendo themselves had been helping out with the game and it definitely showed. One unique feature in this version is the ability to switch weapons using the touch screen without having to pause the game. This made it very easy to string together combos while also defending yourself from enemies with long range attacks. All in all, this is one to keep an eye on when it releases later this year.

Nintendo Land was another game that impressed me once I played it. Nintendo didn't do the best job showing off Nintendo Land at their press conference but the game was great once you got to play it.

lacking in the amount of quality titles available.

All in all, this E3 was a pretty good one for Nintendo. They showed off new innovations in gaming and how we can use gaming as a social outlet. During all of these previews of innovations, we were also promised to have the third party support that the other consoles had, and that Nintendo owners deserved. It is going to be an exciting holiday season for both Nintendo and its fans. If Nintendo keeps its pledge of innovation and 3rd party support while fans use the Wii U's innovations to create a strong gaming community, the Wii U and 3DS will have a lot to offer to everyone.

Each 'attraction' in the virtual theme park showcases a unique aspect of the Wii U controller. Donkey Kong's Crash Course shows off the dual screen gameplay and tilt functions, Luigi's Ghost Mansion shows off the asynchronous gameplay, Animal Crossing Sweet Day shows off 5-player multiplayer really well, Legend of Zelda Battle Quest has great gameplay both with the Wiimote/nunchuk and also the Wii U Gamepad, and Takamaru's Ninja Castle shows off really fun gameplay that allows you to send throwing stars on the touch screen up to the screen. Each game was a lot of fun to play with friends, especially Luigi's Ghost Mansion and Animal Crossing Sweet Day.

Out of all the Wii U games in Nintendo's booth, I really felt like Ubisoft had the best showing. Assassin's Creed III, although not playable (a Ubisoft rep was playing a pre-loaded demo but no hands-on allowed for it), looked incredible and looks to be a great launch title. Another Ubisoft gem was Rayman Legends. Rayman Origins was one of my recent favorites on the Wii and Legends is upping the crazy tenfold. The game supports 5-player co-op and an incredible amount of options for the player using the GamePad. The touch screen is used for firing a slingshot, revealing secret areas, doubling the value of pickups, moving platforms, and much more. Rayman Legends was the best example of a Wii U game using all the capabilities of the new controller. Nintendo Land uses a lot of them but they're all split up into different mini-games. Rayman Legends sets the bar high and was my favorite platformer shown on the system.

The 3DS was at Nintendo's booth as well and my favorites of the show were Castlevania: Lords of Shadow Mirror of Fate and Luigi's Mansion Dark Moon. Castlevania has the same great gameplay we're used to from the DS versions and has great 3D visuals. The game made me excited for what a 2D perspective Metroid game might look like on the 3DS. Luigi's Mansion Dark Moon was also a lot of fun to

play and the depth of the game is incredible. The 3D depth is good yes, but by depth I mean there is so much you can do in each room. It felt like each room had as much to do in it as a level in New Super Mario Bros. games, if not more. I was disappointed they didn't have more games playable at the show, but the 3DS has a bright lineup coming in the near future.

Nintendo's E3 was a bit of a mixed bag. On the one hand, there were tons of new games shown off and those games really showed off compelling uses of the Wii U GamePad, but it also showed that Nintendo really needs to step up their future presentations and not neglect the 3DS in their booth.





RAYMAN[®] Legends

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Since not all of us at Pure Nintendo were able to get hands on time with the Wii U at this year's E3, we jumped at the chance to try out some of the game demos at the Wii U experience tour in Atlanta, Georgia. Out of all the games on display, Rayman Legends stood out as a title making excellent use of the new Wii U tablet controller as well as the pro controller.

Rayman Legends keeps the same winning formula as Rayman Origins, but adds a new twist to the multiplayer. The game has comfortable and tight controls, the level design is smooth and flowing, and the animations and graphics look stunning in full HD. Before we dive into the multiplayer, let's focus on the single player aspect of the demo. The player controls Rayman with the pro controller in the demo. The level design is clever, and keeps you challenged just like in Origins. Scattered throughout the levels are captured teensies that you have the option to rescue. Each one is like a mini puzzle, because one wrong move can lead to missing out on saving the teensie. There are still lums to collect, and saving teensies adds more lums to your total. As with the first game, there are also bonus areas hidden in the levels with locked cages for you to break open. In the demo, the second half of the stage takes on an auto side scrolling obstacle course approach similar to the treasure chest speed run levels in Origins. This part of the demo really shows off how well the level design is catered to Rayman's moves. Each series of jumps and attacks creates an adrenaline rush yet feels natural with the way Rayman moves. After the speed run portion of the level is complete, the level ends and Rayman does a victory dance.

While the single player of Rayman Legends is fantastic, the demo really shines with the multiplayer. In the demo, the second player takes control of Murphy the fly using the Wii U tablet controller. As Rayman makes his way through the





level, it's Murphy's job to help Rayman along with the touch screen controls on the tablet controller. Murphy can flush out hidden lums, hold down enemies for Rayman, raise and lower platforms, and operate special mechanisms to help Rayman. The way Legends incorporates teamwork into the game play is engaging for both players. In the demo, Murphy can slice grass to flush out lums as well as slice through rope to drop strung up logs to make bridges across spikey pits. All this can be done with a simple swipe on the touch screen. There are also certain objects Murphy can interact with by tapping the object on the touch

screen and then rotating it with the Wii U tablet's gyroscope controls. The demo had Murphy rotating spikey bridges to expose a smooth surface for Rayman to run on, as well as having to rotate a giant spikey wheel to give Rayman room as he ran up a circular wall. These moments of timed teamwork are intense and incredibly rewarding when done correctly. In a secret bonus room, Rayman had to navigate a maze in order to get to a locked cage. It was up to Murphy to rotate the maze at key points so Rayman could safely make his way through the maze. In the speed running portion of the demo, Murphy activated gongs to





give the player extra lums and knocked backed any enemies that would try to stop Rayman. The multiplayer in Rayman shines because both players are engaged with helping each other work through the level.

Out of all the games shown at the Wii U experience tour in Atlanta, Rayman Legends showed off the Wii U's capabilities the best. The pro controller allows for comfortable game play, and the second player takes full advantage of the Wii U's tablet controller. The level design is challenging and flows well just as it did in Rayman Origins, and the music and visuals are gorgeous.

The multiplayer between Murphy and Rayman creates cooperative moments where adrenaline is high, and the thrill of successfully working together is satisfying. Based on my hands on time with the demo, I feel Rayman Legends will be a strong launch title and should seriously be considered when choosing what game or games you will be purchasing for the Wii U system.



Key Features

Wii U Showcase: Rayman Legends takes full advantage of the Wii U and its new controller's capabilities. Use the touch screen to take out enemies, manipulate platforms, cut ropes to clear a path and much more. With the gyroscope technology, you can move rotating platform and there are many more surprises to come!

The Game Must Go On: The Wii U allows you to keep playing the game even when your television is off. You will be able to continue Rayman's adventure on the screen of the Wii U's new wireless controller.

5-Player Co-op Gameplay: Now more players can join in on the fun! With 4 Wii™ Remotes™ and the new Wii U controller, up to 5 players can play at once. At any time if someone wants to leave or join in, the game will continue without interruption.

3D Boss Battles: The bosses have a big advantage over Rayman's gang... an extra dimension! Dragons and other epic creatures can attack from all angles, so you'll have to be on top of your game to defeat them.

New Challenges: Connect with your friends through a variety of challenges that will test your skill and speed. Check the leaderboards to see where you rank around the world.

Rayman Rocks!: Jump to the beat of a drum, punch to the bass line, even zip-line during a guitar sustain. Timing and rhythm are the key to beat these maps set to music. See if you have what it takes to be a Platforming Hero.





Pure Nintendo E3 2012 AWARDS

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Most Innovative Game – Nintendo Land (Wii U)

Nintendo Land gets our award for Most Innovative use of the Wii U GamePad. The game has an amazing variety of uses for the touch screen controller including launching throwing stars at the TV screen, using it to move precisely through a daunting puzzle course, and even using the controller to view 360° in the game world.

Nominees

- Batman: Arkham City Armored Edition
- Trine 2: Director's Cut





Best Artistic Design – Rayman Legends (Wii U)

One of the best looking games of 2011 was Rayman Origins and its sequel, Rayman Legends, is no different. With its beautifully rendered, HD graphics and constant 60 frames per second, Rayman Legends excels visually. Out of all the games we played at E3 2012, none of them played better and had more artistic beauty than Rayman Legends.

Nominees

- Trine 2: Director's Cut
- Pikmin 3



Best Wii U Game – Pikmin 3 (Wii U)

There was no better game on the Wii U at E3 2012 than Pikmin 3. It's the sequel to a beloved franchise and features beautiful HD graphics that no other 1st party game could touch. With New Super Mario Bros. U adopting a style very similar to New Super Mario Bros. Wii, Pikmin 3 excels graphically and makes the HD transition for the franchise in style.

Nominees

- Assassin's Creed III
- ZombiU





Best Wii U Graphics – Trine 2: Director's Cut (Wii U)

Trine 2, while already released for a number of platforms, is getting a 'Director's Cut' on the Wii U and it looks absolutely stunning. The lighting effects, reflections, and detail really impressed us at E3 2012. The game ran really well and it makes very good use of the Wii U Gamepad to create platforms/objects.

- Nominees
- Assassin's Creed III
 - Rayman Origins



Best 3DS Game – Luigi's Mansion: Dark Moon (3DS)

We saw Luigi's Mansion 2 last year and it won our award for 'Best Overall Design', and this year it is our vote for Best 3DS Game. While we loved seeing Paper Mario Sticker Star at Nintendo's Roundtable, we didn't get a chance to play the game at E3 since it wasn't on the show floor. Luigi's Mansion: Dark Moon looks/plays great.

- Nominees
- Castlevania: Lords of Shadow
 - Mirror of Fate
 - New Super Mario Bros. 2





Best 3DS Graphics – Kingdom Hearts 3D: Dream Drop Distance

Kingdom Hearts 3D: Dream Drop Distance was by far the most impressive 3DS game at E3 2012. The game has beautifully rendered cutscenes and has amazing 3D graphics/depth. With all the particle effects and numerous enemies on screen, the game still keeps up a very smooth frame rate. Dream Drop Distance should be on everyone's 3DS wish list.

Nominees

- Luigi's Mansion: Dark Moon
- Castlevania: Lords of Shadow Mirror of Fate



Best Adventure Game – Castlevania: Lords of Shadow Mirror of Fate

It's been a long time since we received a handheld Castlevania game, and believe me, it's been worth the wait. Castlevania Lords of Shadow Mirror of Fate keeps the typical Castlevania gameplay in tact while adding a new rendering engine and new gameplay elements such as finishing moves. Boss battles are also epic like previous Castlevania's.

Nominees

- Assassin's Creed III
- Disney Epic Mickey: Power of Illusion





Best Shooter – ZombiU (Wii U)

Previously known as 'Killer Freaks from Outer Space', ZombiU impressed us with its interesting premise and multiplayer modes. One mode involves the player with the Wii U Gamepad controlling the 'infected' while the other player fends them off in a capture the flag like mode. The game has impressive visuals and its use of the Wii U Gamepad is very well developed. All in all, ZombiU is very promising and won our best pick for shooter games at E3 2012.

- Nominees
- Aliens: Colonial Marines



Best RPG – Heroes of Ruin (3DS)

For the second year running, Heroes of Ruin gets our Best RPG for E3. The game continued to impress this year with its impressive multiplayer options including full voice chat, drop-in/out multiplayer both local and online, and graphics that go well beyond the usual 3DS game. It's ambition and depth is unparalleled on the 3DS.

- Nominees
- Kingdom Hearts 3D: Dream Drop Distance
 - Mass Effect 3





Best Multiplayer Game – Rayman Legends (Wii U)

Rayman Legends, like its predecessor Rayman Origins, has some of the best multiplayer mostly attributed to the great level design. Legends continues with the addition of up to 5-player multiplayer utilizing the Wii U Gamepad. The player can interact with many objects/enemies even more so than Nintendo's own implementations of the controller.

- Nominees
- New Super Mario Bros. U
 - Nintendo Land



Best Platformer – Trine 2: Director's Cut (Wii U)

There were many different platformers at E3 this year and Trine 2 really stood out over the rest. The game uses the Wii U Gamepad tremendously, has the best graphics of all of the Wii U launch titles, and also has very ingenious puzzles to solve throughout the game.

- Nominees
- New Super Mario Bros. U
 - Rayman Legends





Most Anticipated Game – Aliens: Colonial Marines (Wii U)

Aliens: Colonial Marines wasn't playable for the Wii U on the show floor this year but our anticipation couldn't be higher. There was some new footage shown at E3 and some of the multi-player was also playable. With the game moving to a February release, it just means we have to wait that much longer but, trust us, it'll be worth the wait.

- Nominees
- Heroes of Ruin
 - Pikmin 3



Best Surprise – Project P-100 (Wii U)

Project P-100 wasn't even shown at Nintendo's press conference on Tuesday, but it certainly was a favorite of ours on the show floor. The game employs some unique gameplay by using multiple heroes to form swords, fists, and other weapons to progress through the game. Think of it as Pikmin meets Viewtiful Joe and you'll have the basic idea.

- Nominees
- Lego City Undercover
 - ZombiU





Best in Show – Assassin’s Creed III (Wii U)

By far the most impressive game at E3 for Nintendo platforms was Assassin’s Creed III. The game shows tremendous depth with its combat, effortless environment traversal, beautiful HD graphics, great setting, and truly ambitious gameplay. No other game on the show floor could match the detail and freedom of play you have in ACIII.

Nominees

- Pikmin 3
- ZombiU



VIDEO GAME CONCEPT ART

EPIC MICKEY: POWER OF ILLUSION



The concept art for games during their development is never really seen. The art influences a large part of how the game will eventually look and feel. Here is a sneak peek at what Epic Mickey Power of Illusion's could look like when it releases this November.

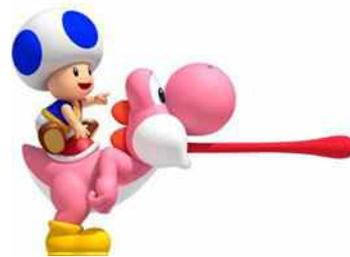








MARIO TENNIS



HOW TO UNLOCK HIDDEN GOODIES

Mario Tennis Open uses the Nintendo 3DS built-in camera to scan a QR Code®.

HERE'S HOW IT WORKS:



1 On the "Select a File" screen press and hold UP on the +Control Pad, and then press the Start button. Note: Make sure you have a save file set up before you perform this step.

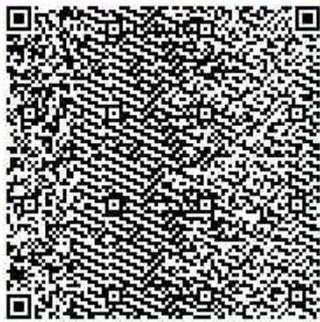
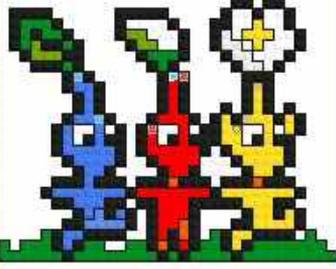
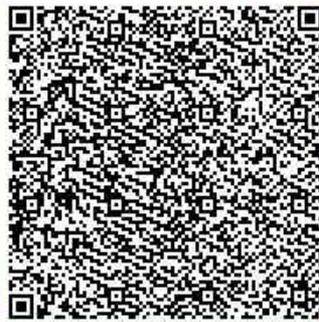
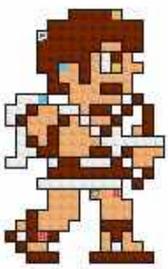
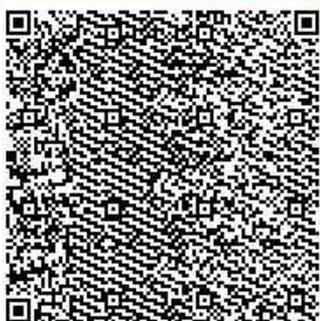


2 At this point the camera will turn on. Line up the QR Code within the orange target reticle. Be sure to do this in a well-lit room.



3 Your item is now unlocked! Allow time for the game to save the new unlocked item to each available profile. Next, load the save file and check out your gift!

PUSHMO

| | |
|--|---|
| <p> Mario </p>   | <p>  Pikmin </p>   |
| <p> Kid Icarus </p>   | <p> yoshi egg </p>   |
| <p> Game Boy </p>   | <p> Yoshi's Island 1 </p>   |
| <p> キャタピー </p>   | <p> Mutant Mudds </p>   |

Sleeping Link



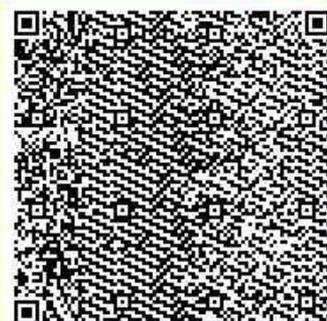
Super Mario



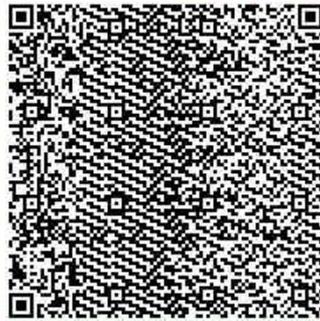
Megaman



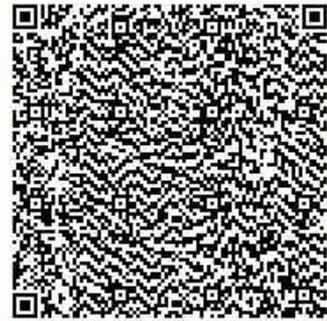
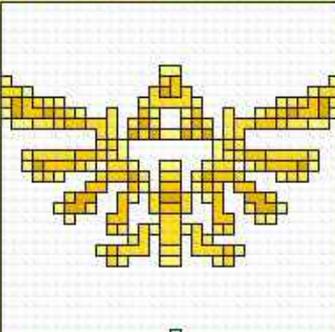
Pushmo 1



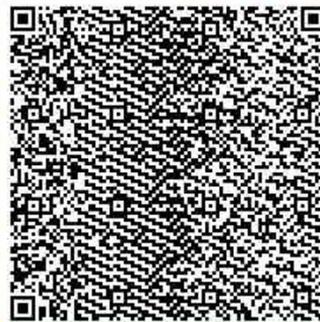
Shy Guy



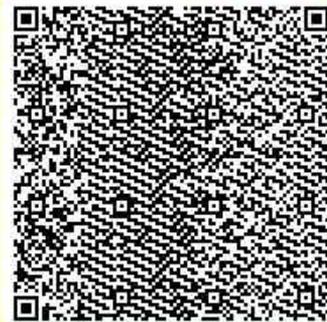
Triforce



Lucas



Batman 01



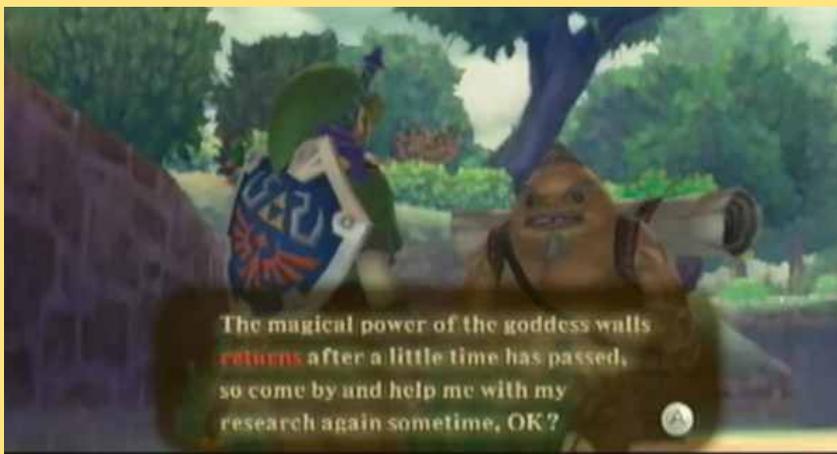
THE LEGEND OF **ZELDA** Skyward Sword WALKTHROUGH

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Heart Piece #1

In the middle of the Faron Woods is a large, focal tree with a lot of roots coming out of the tree. Work your way onto the roots and one of them will take you to a rope. You can tight-rope your way across to get a heart piece.



Heart Piece #2

Gorko is a very curious Goron. In fact, if you can satisfy his curiosity he just may be willing to give you a piece of heart. So exit out of the Sealed Grounds as if you were heading into the Faron Woods. Gorko will be standing there pondering upon the Goddess Wall. Show him how to draw on the wall and he will hand over his heart piece.



Heart Piece #3

Once you defeat the Stalfos mini-boss in the Skyview Temple, you will acquire the Beetle item. Exit the boss chamber and you can use the Beetle to fly into a crystal switch and raise the gate outside. Inside the gate is a heart piece.

Heart Piece #4

Fly to the Pumpkin Landing and enter into the Lumpy Pumpkin. Inside of the pub, on the upper level, is a heart piece on a chandelier. If you roll into the rafters the heart piece, along with the chandelier will crash to the ground. Pick up your piece of heart.



Heart Piece #5

If you return to Batreaux with at least 10 Gratitude Crystals then he will show his appreciation via a piece of heart.



Heart Piece #6

Enter Karane's room and investigate the cracked wall. If you look through the crack and into Zelda's room, you will see a piece of heart. To get this heart piece you will need to climb onto the roof of the Knight Academy and clawshot onto the chimney. From here, drop down into the chimney and you will find yourself in a bathroom. Go through the crawlspace to find yourself in Zelda's room where you can claim her piece of heart for your own.



Heart Piece #7

Beedle sells a piece of heart for just 1600 Rupees.



Heart Piece #8

If you have completed Fledge's Workout Quest then you will be able to find him in the Skyloft pumpkin patch. Talk to him to participate in the Pumpkin Pull game. If you score 600 points or more then Fledge will reward you with a piece of heart.





YAHAWWWW! The boy is BACK!
How about a little skydiving? I'm just
itching to shoot YOU out of a cannon!

Heart Piece #9

After completing the 'Fixing Fun Fun Island' quest you will be able to play the Dodoh's Drop mini-game. If you can manage a perfect score then you will win a piece of heart.

Heart Piece #10

Play the Boss Rush Mode and clear 4 bosses in a row. After defeating 4 bosses you can quit and be rewarded with a piece of heart. This game cannot be completed until the Thunder Dragon has been revived in the Lanayru Gorge.



LEGEND
ZELDA.NET



To see the rest of the walkthrough go to
<http://legendzelda.net/zelda-skyward-sword/heart-piece-locations/>
We'll have more guides for the next issue.



New SUPER MARIO BROS. 2

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New Super Mario Bros. 2 is the latest in the 'New Super Mario Bros.' series and continues the legacy set by its DS predecessor and by earlier games in the Mario franchise. While some of us who have played all of the Mario games in the past may say this game is hardly 'new', it's important to note that not everyone who will play New Super Mario Bros. 2 (NSMB2) has played the originals. Mario is over 25 years old now and it's natural for Nintendo to start bringing back older items like the leaf and introduce them to a new generation. And, if you're like me, some of the best moments in the Mario games were in Super Mario Bros. 3 and Super Mario World which NSMB2 heavily borrows from.

New Super Mario Bros. 2 begins with Mario and Luigi having a nice day in Mushroom Kingdom. Suddenly, Princess Peach is abducted by the Koopalings (Koopas Kids) in the flying smiling face vehicle that Bowser used in Super Mario World. Thus begins your journey to save the princess once again.

One of the best things in any 2D Mario game is the over world

map and NSMB2 is no different. The first time I played Super Mario Bros. 3 and found secret paths to new worlds, I was hooked. Super Mario World then perfected the over world map by introducing even more secret paths, star worlds, and much more. As soon as you play NSMB2, you'll fall in love with the over world. All of my favorites types of levels like ghost houses, mushroom houses, underwater levels, and sky levels are all heavily represented. There are even cannons, which were introduced in NSMB on the DS, that allow you to jump to different worlds. These are especially hard to access and add a great deal of replay to levels when trying to find every secret path.

As I played through NSMB2, I kept finding myself grinning uncontrollably in different levels throughout the game. Without going into too many specifics, there are many areas that are exact replicas of block layouts from previous Mario games. One in particular caught my eye that many who played Super Mario Bros. 3 would recognize. It was a series of blocks, that if you through a shell inside, it would hit almost all of the blocks and scoot away to hit more enemies. That's





not the only example of nostalgia thrown into NSMB2 either. Each world has a fortress about half-way through the map. These fortresses, like in the first NSMB, act as hideouts for the Koopa Kids before moving to the main castle in each world. The bosses in these fortresses are taken directly from Super Mario World and it's definitely a good thing. As much as I tell myself I'd really like something extremely new and unique in a Mario game, I still can't help but love all the throwbacks to the originals. I think it helps complete the 'Mario' platforming experience and helps make the game a more well-rounded one for both Mario pros and newcomers to the series.

The gameplay in New Super Mario Bros. 2 can't be beat. It's the ultimate example of platforming perfection. Everything from how Mario moves through the levels, wall jumps, physics of platforms and enemies, and the speed are all in tact in NSMB2. Even the re-envisioned Raccoon Suit feels like it did in Super Mario Bros. 3. I can't tell you how many times I played Super Mario Bros. 3 as a kid and would try and get my speed up on the smallest platforms to try and explore a potential secret above but I can tell you it's still a lot of fun 20 years later. One of the newest elements in NSMB2 is the gold flower which turns Mario into gold and allows him to turn any blocks or enemies into coins. It's a rare item to find in the game but it's a lot of fun blazing through a level turning everything to gold with your Midas touch. Another big difference in this Mario game versus previous ones is the focus on collecting as many coins as possible. In previous games, coins were simply a way to receive 1-ups and increase your overall score in the game. Now, every coin you collect will go to a

universal tally that's featured in a global race to a million coins. When I first heard that NSMB2 was 'all about the coins', I was admittedly worried that the gameplay and experience would be dumbed down to a mini-game-like experience but thankfully it's quite the contrary. This is a full Mario game that will give you many hours of enjoyment and then some with the addition of the Coin Rush mode. Add in all the secret worlds and secret paths to find in each world and you have a very deep Mario experience on-the-go.

Graphically, New Super Mario Bros. 2 runs at super smooth frame rates and the subtle 3D depth is a nice addition to the series. One thing I noticed right off with the 3D depth in NSMB2 is that it dynamically adjusts the blur of the background layer when adjusting the 3D slider higher. If you have the 3D slider all the way up, the background will be more 'blurry' to give the effect of it being further back. This was a lot easier on the eyes than some 3DS games that simply keep the same detail on background layers as the foreground ones. My eyes would have a hard time focusing on what's in front since the background was just as 'in-focus' as the foreground. So the depth-of-field effect tied to the 3D slider is a great touch and one that I hope becomes standard for 3DS games in the future.

One of the coolest features in NSMB2 is the ability to play co-op with a friend throughout the entire single-player game. Most of us remember being able to play 2-player on Super Mario Bros. 3 but that was more a hot-seat multiplayer experience where you were taking turns moving through the game. Think of NSMB2's co-op experience like New Super Mario Bros. on the Wii--hectic, fun, and sometimes frustrating. You'll find yourself knocking into the other player quite a bit during boss fights but for the most part it's a fun, new mode especially to have





in a handheld Mario game.

My biggest complaint with New Super Mario Bros. 2 has to be with the difficulty of the bosses. Every single boss in the game is very easy. You'll find yourself beating one of the Koopa Kids and not even realizing it's over. There were many times where I asked myself 'was that it?' The game is very Jekyll and Hyde in this regard because the levels themselves can be very difficult. In fact, you'll be hard-pressed to find every star coin in each level on your first play through, let alone your second or third times through.

On the whole, NSMB2 offers a great challenge to seasoned gamers in the later levels and the secret levels in the game are an absolute joy to play. With the promise of new, downloadable levels in the future, New Super Mario Bros. 2 is a great value and should be in everyone's 3DS library.



KINGDOM HEARTS 3D Dream Drop Distance

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I have been following the Kingdom Hearts series for years but this is the first time I have actually sat down to play one of the games. In fact my total Kingdom Hearts playtime could be counted in a single hour. Kingdom Hearts: Dream Drop Distance was my first immersion into the Kingdom Hearts world and I have to say I am a little intrigued.

In Dream Drop distance you play as both Sora and Riku while they adventure through different Disney Dream worlds. The way you play these two characters is a little interesting, at first. The cooperation of Sora and Riku is where the "Drop" part of the games title comes from. To put it simply, Sora and Riku are separated by some distortion in the space-time continuum. Both Sora and Riku are at the same place, at the same time, but in different "universes." Each playtime with a player is constrained by time before the next "drop" or sleep, not sure. When either Sora or Riku's time runs out, everything is stopped and switches to the other player.

This can be a little annoying when fighting an epic boss battle. If dropped during a boss battle, things will start over from the beginning of the fight, once that player's playtime is resumed. There are a few ways around dropping out when one does not want to. During the game, different items can be collected that do different things for you and your Dream Eater (Talked about a little later). One of those items is a hold on a drop that will buy you a little more time in a battle.

I have to say the drop aspect, even though it is a little annoying, does add an interesting concept to the game. Playing the same levels, with a different story, almost makes it feel like one is playing two games.

Probably one of the most unusual parts of

Dream Drop Distance has to do with the Dream Eaters. The worlds are full of Dream Eaters. Which are children's lost or roaming dreams. Most of the Dream Eaters want you dead (People must be having bad dreams). But you can build your own, good and helpful, Dream Eater army. These Dream Eaters level along side your character in battle and with AR play. Dream Drop Distance uses the 3DS's augmented reality to interact with your Dream Eater. One can pet and play with your Dream Eater to raise its abilities to new heights.

Graphics

Dream Drop Distance looks as good as most probably imagined. Everything from the worlds, to the characters looks great. It may not be the best looking 3DS game but it's up there with the best. I did find myself turning the 3D off and keeping it off. I really didn't see much of a difference with the 3D on, except a little headache.



Kingdom
Hearts 3D
gets a score of

7/10



Story

Having not played a Kingdom Hearts game before, I have to say I was a little lost during Dream Drop Distance. With my confusion, I did something I almost never do with a review. I read a few other reviews to see what they thought. With this, I found I was not alone. Dream Drop Distance is supposed to bridge the gap into Kingdom Hearts 3 but it falls apart in a few places. Not to give away too much of the story but Dream Drop Distance's story becomes lost in its own world, especially for a new Kingdom Hearts player.

Even though Kingdom Hearts: Dream Drop Distance missed the mark in a few areas, I still found myself interested in finding out more. The game did

enough to get me hooked for more Kingdom Hearts games but I am curious, and worried, what hardcore fans will think of the game.





Pokemon
Conquest
gets a score of
8/10

REPORTER: Alex Schramke EMAIL: alex@purenintendo.com

BLOG: purenintendo.com

What do you get when you combine Chinese warlords with Pokemon? You get *Pokemon Conquest*, a fun and challenging turned based tactical RPG developed by Tecmo Koei and published by Nintendo.

The game takes place in the land of Ramsey where warriors battle to form special bonds with Pokemon rather than having to catch them in pokeballs in order to get them to partner up. Legend has it that any warrior who can build a strong enough army to conquer all the kingdoms of the Ransei region will get the chance to meet the Legendary Pokemon that is said to have created Ransei itself. You play as a fledgling warlord looking to meet the Legendary Pokemon. As you begin to conquer more kingdoms, you learn of a rival warlord who wishes to use the legendary Pokemon to destroy all of Ransei. It's your mission to stop the evil warlord Nobunaga by being the first to conquer all the kingdoms in Ransei.

Gameplay in *Pokemon Conquest* is turn based. Players have the option to battle other kingdoms for dominance, fight battles in their own

kingdoms to recruit warriors and gain experience, buy items, farm for gold, or increase their pokemon's energy with a snack food called ponigiri. Except for shopping, any of these actions will use up a warrior's turn, and when all warriors have used their turn the enemy gets to act. While the game starts off fairly simple, as you conquer more kingdoms micro managing your warriors becomes increasingly important.

Battles in *Pokemon Conquest* take place on a grid-like battlefield with an isometric point of view. The graphics look nice, and all of the Pokemon have smooth animations. Each warlord takes turns commanding his or her armies to move, attack, or wait. Just like in the *Pokemon* main series, the player must take into consideration the moves elemental type in order to land super effective hits for maximum damage. Pokemon also have individual abilities that trigger automatically by the game that can give the player a much-needed advantage. Warlords also take part in battles by using items on their Pokemon or by utilizing their special abilities that buff up the Pokemon in some

way. The battlefields are varied, some have booby traps that can be used by the player or the enemy, environmental hazards can randomly attack Pokemon, and there can be secret passageways to find to move about the battlefield easier. The game keeps battles fresh by having traditional battles where you must defeat all of an opponent's Pokemon to win, as well as capture the flag battles where strategy becomes far more important than brute strength. Success in battles requires the player to balance raw power with strategy, and beating a challenging opponent is extremely gratifying. While battles move at a decent pace, a fast forward button would have been appreciated for the moments when the enemy isn't doing anything threatening to you.

As you battle, in lieu of experience points and levels, you gain link points. Link points measure the connection your warriors share with their Pokemon. The higher your link percentage is (With the max being %100), the stronger your Pokemon becomes. Pokemon evolve when they reach a certain link percentage, they win a battle holding a certain item, or they win a battle in a specific arena at a certain link percentage. Warriors can evolve along with the Pokemon as well, and this often leads to new warrior abilities. Each warrior has a certain Pokemon they can achieve a %100 link with, and the higher a warrior can link with a Pokemon, the stronger they both become. This type of levelling system

is quick and easy so players can strengthen multiple Pokemon quickly.

Instead of catching Pokemon in pokeballs as is tradition in the Pokemon series, players link with wild Pokemon on the battlefield by approaching them and selecting the link option. A medal

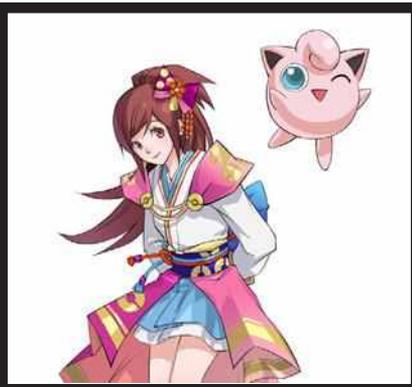


appears above the Pokemon's head to let the player know how well the warrior can connect with the wild Pokemon: with bronze being the worst, silver being the middle of the road, and gold being a high link percentage. When linking with a wild Pokemon, the player enters a short minigame where they must tap A in time as glowing orbs fly towards an outline of a circle, similar to a rhythm game.

Pokemon Conquest offers local wireless multiplayer so that you can challenge a friend. Unfortunately, you must both own a Pokemon Conquest game card, as there is no download and play option for friends who haven't purchased the game. The game also features optional scenarios players can download off the Nintendo Wifi connection and play after they have beaten the game's main storyline. While this adds lots of replay value after the main story is finished, it's disappointing there is no online mode to challenge people around the world to battles.

In conclusion, Pokemon Conquest is a fun, and interesting side





game to the Pokemon franchise. The battles are challenging and require strategy as well as brute strength. For those that enjoy it, there are plenty of options for micro managing your armies. The Pokemon and the arenas look great as you conquer the game's varied challenges. While the main story of the game can be finished in around 20 hours, the online downloadable scenarios add plenty of replay value. On the downside, the game would have really shined with online multiplayer, and a fast forward feature should have been implemented for the slower parts of the battles. All things considered, Pokemon Conquest gets an 8 out of 10.





7 Wonders II
gets a score of
6.5/10

REPORTER: Alex Schramke EMAIL: alex@purenintendo.com

BLOG: purenintendo.com

7 Wonders 2 is a puzzle game for the 3DS that has you match runes in groups of 3 or more of the same color in order to destroy them. While similar in game play to the popular puzzle game Bejeweled, 7 Wonders 2 still has a lot to offer.

The player is tasked with overseeing the construction of historical monuments such as Stonehenge in England, or the Coliseum in Rome to name just a few. As the player matches up and destroys runes, they harvest materials to be used to make bricks for the construction of the monument they are trying to build. Once all the materials on the board have been gathered, the level ends and the player is taken to the construction site where they may decide how to place the bricks they made on the monument to unlock anything from new power ups to use in levels, or extra points to use towards extra lives. This continues until the player completes construction on the monument, and is able to move on to the next wonder to construct.

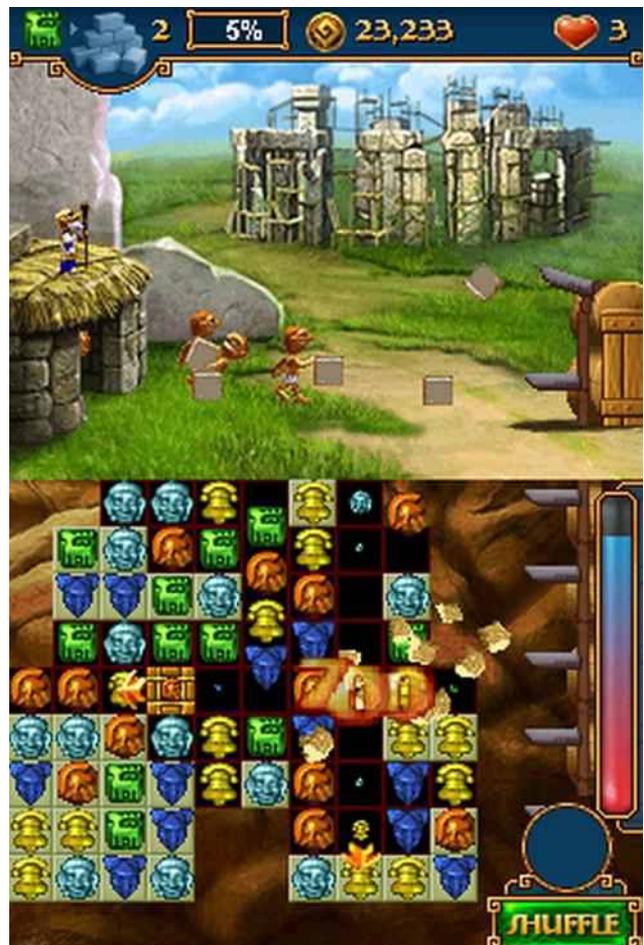
The game features a plethora of power ups to help you progress through the levels. Ice balls show up when you match four or more runes together and they can be used to destroy an entire row of runes. Fireballs, on the other hand, destroy an entire row and column of runes. Properly utilizing the fire and ice balls will sometimes net you a dice bonus that will randomly destroy 15 to 20 runes on the board for you. Using these power ups is easy and very rewarding as they can help you get combos going. You will also unlock power ups to use in levels as you construct monuments. These power ups can do anything from destroying runes to give you an advantage, to increasing your score multiplier or freezing the level's timer momentarily for you. These power ups must be charged before you can use them, however, so it balances with the fire, ice, and dice powers nicely. A shuffle feature is also incorporated into the game play, and allows players to shuffle around the runes if they find themselves stuck.

7 Wonders 2 is controlled completely by utilizing the touch screen. Swapping runes, using power ups, and constructing wonders is all done with the stylus. Since the buttons on the 3DS are not utilized, playing the game is comfortable because you don't have to juggle between the stylus controls and the 3DS's buttons. While the bottom screen is where the game play takes place, the top screen will show case your workers harvesting materials that you provide as you play through the levels. It's a fun little touch that adds charm to the game.

As you play through the levels of 7 Wonders 2, you will sometimes encounter pieces of the monument you are trying to build (like corner stones and edge pieces) that you must get to the work site. These pieces cannot be swapped around like runes, and so the player must destroy all of the runes underneath the piece so that it falls off the board and gets sent to the construction site. This adds a little variety to the game play and keeps you on your toes as you go through the levels. Also included in each level will be a specific tile on the board that is a special color. Match three runes of the same color as the tile, and you

earn a piece of a map. Collect all of the map pieces to unlock a hidden wonder to construct as well as a special bonus round. In the bonus rounds you must destroy all of the runes underneath a star piece in a certain amount of moves. These bonus stages can be very tough, and the challenge of getting the extra building pieces and bonus stages in a level before the time runs out is where the game really shines.

All in all, 7 Wonders 2 has a lot to offer players who decide to give it a shot. The graphics are decent and the game play is balanced and fun. There are plenty of power ups to utilize, and deciding which ones are your favorites is rewarding. For those who enjoy architectural history, the game offers bios on the monuments that you build which is a very nice touch. While the game might be considered a little short with 8 worlds (including the bonus world) at 3 to 4 levels each, there should still be enough to keep players happy. For a solid and fun puzzle game experience, this game deserves a 6.5 out of 10.



BOMB MONKEY



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Do you like crazy monkeys? Do you like crazy monkeys who toss dangerous bombs and blow up stuff? Or, Renegade Kid's new eShop game, Bomb Monkey, is not as simply described as that. But if you are a puzzle fan, I am sure you will enjoy Bomb Monkey for \$4.99 found on the 3DS eShop.

Bomb Monkey may not rejuvenate the puzzle genre but it sure is trying to. Let me start with the best and most intriguing part of Bomb Monkey, 2 player simultaneous play. You play Bomb Monkey by holding the 3DS like a book. This way you use the circle-pad to control the Monkey by moving it sideways and down for tossing bombs. When playing co-op your opponent holds the 3DS on the other side, using the Y,X,B,A buttons and the top screen, to control their Monkey. You can go head to head (literally) with friends, or an enemy, (I do not judge) or play 2 player co-op and see yourselves bomb your way to the top of the scoring mountain.

Besides co-op Bomb Monkey offers four other single player modes. Endless Play is where the player bombs away until they can bomb no more. In Rescue Mode, the player tries to free a fellow caged monkey by hitting the cage, 50 times, in order to free the trapped monkey. There is a 3-minute drill where, the player has three minutes to gather as much points as possible. The final game mode adds a little more strategy with numbers. The goal of Numbers is simple. Explode the corresponding number spheres, in order, without going out-of-order.

What really sets Bomb Monkey apart from the typical, destroy the constant rising blocks games is some of the different monkey wrenches thrown into play. As the floor rises with constant boxes, the Monkey is faced with a random configuration of colored boxes and bombs. These boxes are tossed into the growing tower of boxes. There are a few strategies but it is good to keep in mind that bombs will be more effective thrown into a cluster of same colored boxes. Also, some boxes are covered and locked with a chain that must be blown up twice to make it disappear. Keep those two things in mind

when placing your boxes. The bombs aren't unique to the fact that they actually act like bombs. Make sure you toss the bomb below before it blows up in your face and the monkey is left lying on the ground while the blocks rise higher. There are a few more strategy elements tossed into the game, but I will leave that for you to figure out.

Bomb Monkey may be over-looked by some hardcore puzzle gamers, but it's full of the uniqueness and entertainment that we expect from Renegade Kid. Plus, when you win your head-to-head matches you can pound your chest in victory—Or, last Monkey and Bomb pun.



Bomb
Monkey
gets a score of
8.5/10

UPCOMING RELEASES

Upcoming games for Wii/DS/3DS



Wii Madden NFL 13

Madden NFL 13 is the latest in the long-running football franchise. The game will feature a few new modes and feature Wii specific motion controls.

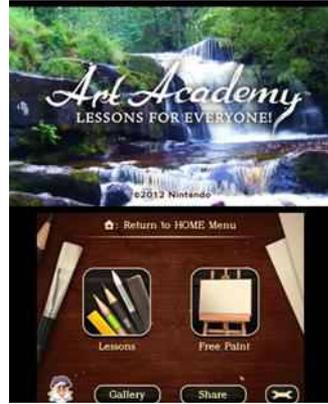
PLAYERS: 1-4
PRICE: \$49.99
RELEASE DATE: Aug 28, 2012



Wii Kirby's Dream Collection

Compilation of classic Kirby games featuring Kirby's Dream Land 1/2/3, Adventure, Super Star, and the Crystal Shards.

PLAYERS: 1
PRICE: \$29.99
RELEASE DATE: Sep 16, 2012



3DS Art Academy Lessons for Everyone

Users of any artistic skill level can learn painting and drawing techniques that can be applied to real-life art projects.

PLAYERS: 1
PRICE: \$39.99
RELEASE DATE: Oct 1, 2012



DS Pokemon Black 2/White 2

Pokemon Black 2/White 2 is the first direct sequel and picks up 2 years after Black/White. The game features 2 new forms of the main, legendary Pokemon.

PLAYERS: 1-4 (Local, Online)
PRICE: \$39.99
RELEASE DATE: Oct 7, 2012



3DS Code of Princess

Code of Princess is an action-RPG that allows for 4 players to play cooperatively or competitively both online and locally. The game is published in the US by Atlus.

PLAYERS: 1-4
PRICE: 3DS: \$39.99
RELEASE DATE: Oct 9, 2012



3DS/Wii Skylanders Giants

Skylanders Giants is the follow-up to the hugely successful Skylanders: Spyro's Adventure and features many new characters and new multiplayer modes.

PLAYERS: 1-2
PRICE: 3DS: \$39.99, Wii: \$49.99
RELEASE DATE: Oct 21, 2012



3DS Professor Layton and the Miracle Mask

Professor Layton is back for another spellbinding case, packed with loads of entertaining puzzles that players can solve on the go.

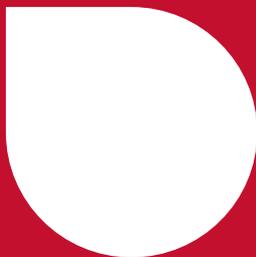
PLAYERS: 1
PRICE: 3DS: \$39.99
RELEASE DATE: Oct 28, 2012



3DS Freakyforms Deluxe

Players can create their own creatures and use them to explore a planet that they customize.

PLAYERS: 1-2
PRICE: \$39.99
RELEASE DATE: Nov 5, 2012



**“EVEN WITHOUT THE 2ND CIRCLE
PAD, THE NINTENDO 3DS XL OFFERS
A BETTER GAMING EXPERIENCE.**

**JAMES HIGGINBOTHAM
HEAD EDITOR**

LET'S TALK 3DS XL

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3DS XL

The first 3DS hardware revision is out now and comes in two colors: Blue and Red. The screen size is now 90% larger than the first 3DS. The system retails for \$199 and comes packed with a 4GB SD card.

Welcome to our latest 'Let's Talk' feature

Recently Nintendo released their first evolution of the Nintendo 3DS with the 3DS XL. With this evolution Nintendo provided consumers with larger screens, better battery life and a wider 3D viewing angle. For the most part the 3DS XL launched to high reviews with some Twitter statements that read: "I do not know how I played these games on the original 3DS." Unlike the DSi XL, bigger is definitely better for the 3DS XL--for most people.

Second Circle Pad?

There is one major complaint consumers have for the 3DS XL, no 2nd circle pad. I will admit, it would have been nice to have a 2nd circle pad on the original release of the 3DS but it really doesn't matter now. At the launch of the 3DS Nintendo already made the decision to only have one circle pad and they would weaken and also alienate all the original buyers of the 3DS, by putting another circle pad on now. In Nintendo's mind, they see the lower screen's touch pad as a kind of second "circle pad" despite how awkward the gameplay can be using that method. Nintendo made a decision, be it a business decision for cost, or a "Hey, we are ok with only one stick" decision. Whatever the reason, Nintendo has taken their stand with the 3DS and they are sticking to it... for now.

Even without the 2nd circle pad, the Nintendo 3DS XL offers a better gaming experience. Everything about the 3DS seems to be upgraded. The screens are 90% bigger, with a wider 3D viewing angle to cut down on the distortion. The audio seems a little crisper as well as the design being sturdier. Unlike the DSi XL, I really think the 3DS XL is better than its predecessor. With the DSi XL the bigger screen did not necessary mean better quality. In fact, the quality on the DSi XL was horrible. With the 3DS XL Nintendo figured out a way to keep the quality, with a bigger screen. I agree with the majority of the Twitter world on the fact that playing old games on the 3DS XL makes them feel like new again.

Send us your feedback

Let us hear your reactions to the 3DS XL. Is it everything you ever wanted? Is the missing 2nd circle pad a buzz kill for it? Let us hear from you by emailing us at magazine@purenintendo.com.



Is this the best handheld Nintendo has made yet?

Nintendo has been making handheld gaming systems for a long time and after playing the 3DS XL, this could be Nintendo's best yet. The system feels incredibly well made and although the XL is bigger than the 3DS, it feels slimmer and easier to play if that's possible. All in all, it's a great improvement on the 3DS.

- Justin's two cents



TOP NEWS OF THE PAST 3 MONTHS

May 14, 2012

Pikmin 2 Makes Its U.S. Wii Debut



Pikmin 2 has updated controls optimized for the Wii console as players help brave Captain Olimar and his assistant, Louie, salvage treasures and return them to their home planet. In addition to the original red, blue and yellow Pikmin from the first game, players can also take command of purple and white Pikmin, creating a wealth of new strategic options. Additionally, Pikmin 2 features a frantic, two-player split-screen multiplayer battle mode, for which additional accessories are required and are sold separately.

March 5, 2012

Castlevania: Lords of Shadow – Mirror of Fate confirmed for 3DS

Castlevania Lords of Shadow Mirror of Fate was confirmed for the 3DS and will be playable at



E3 2012.

May 31, 2012

Injustice: Gods Among Us (DC fighting game) Headed to Wii U

BURBANK, Calif.-(BUSINESS WIRE)—What if our greatest heroes became our greatest threat? Warner Bros. Interactive Entertainment and DC Entertainment today announced Injustice: Gods Among Us, an all-new game in development by award-winning NetherRealm Studios, creators of



the definitive fighting game franchise Mortal Kombat. The game is scheduled for release in 2013 for the Xbox 360® video game and entertainment system from Microsoft, PlayStation®3 computer

featured rumor



AUGUST 7 2012

BATTLEFIELD 3 CANCELLED FOR THE WII U, 4 WILL BE COMING?

According to this rumor EA was working on a Wii U version of Battlefield 3 but decided to cancel it after the Origin and Nintendo deal went south. Instead EA will bring Battlefield 4 to the Wii U. This makes sense for a number of reasons especially considering development probably started on Battlefield 4 early this year which would line up with developers getting dev units.

entertainment system and the Wii U™ system from Nintendo.

June 4, 2012

Ubisoft's Infected ZombiU Coming Exclusively to Nintendo Wii

ZombiU showcases the innovative features of the Nintendo Wii U GamePad and creates new game experiences not possible on other consoles. The Nintendo Wii U GamePad serves as the player's ultimate survival kit, called the "Bug Out Bag." The Bug Out Bag



is a backpack containing all the maps, tools, weapons and supplies that players can scavenge from the limited resources available in the devastated cityscape.

June 4, 2012

Ubisoft Embarks on a Legendary Adventure with Rayman Legends for Wii U

Rayman Legends is the follow-up to last year's highly-acclaimed Rayman Origins®. Legends uses the innovative Wii U Gamepad to explore fresh multiplayer game-play experiences and expand beyond the traditional platform games.



June 4, 2012

Miiverse announced for Wii U

Miiverse: Miiverse is a brand-new network communication system that lets gamers from around the world share experiences, discuss games and discover new content. Using their personalized Mii character, players enter Miiverse



and see games, applications or entertainment content that either they have interacted with recently, expressed interest in learning more about or that their friends

are using or discussing. From here they can challenge their friends to play together, ask a question about a difficult level or discover new elements of their favorite games they never knew existed. After a notable achievement or other share-worthy moment, players can pause their game or application and seamlessly post messages to the Miiverse community.

June 14, 2012

Epic Mickey 2 coming to Europe Nov. 22nd, NA Nov. 18th

June 22, 2012

Portable 3D Entertainment Goes Extra-Large with New Nintendo 3DS XL

Nintendo revealed plans to launch Nintendo 3DS XL, a new version of Nintendo 3DS with 90 percent larger screens. When it becomes available across North America on Aug. 19 at a suggested retail price of \$199.99, the new system will create even more immersive entertainment experiences for users, delivering a wealth of games and video content that can be enjoyed on the go.

June 26, 2012

Pokemon Black 2/White 2 sells over 1.5 million in two days

August 7, 2012

Final Wii U game boxes revealed

The ramp up to the release of the Wii U has officially started with the release of the first box art for the Wii U. All of the games shown so far are for Ubisoft games but there should be more developers

featured news



JUNE 4 2012

NINTENDO LAND TO HAVE 12 GAMES FROM VARIOUS NINTENDO FRANCHISES

One of the surprise announcements at E3 2012 was Nintendo Land on the Wii U. The game promises to showcase not only the unique capabilities of the Wii U but also feature 12 different games based on Nintendo franchises. So far Luigi's Mansion, Zelda, Donkey Kong, Animal Crossing, Ninja Castle, and F-Zero are confirmed.

showcasing theirs soon.



August 9, 2012

NA Club Nintendo finally offers gold nunchuk

It's taken nearly a year but the North American Club Nintendo is now offering the gold nunchuk for 900 coins.



August 21, 2012

Wii U Price/Release Date to be Revealed Sept. 13 in NYC

The last bit of news is an exciting piece! Nintendo has announced on September 13, it will show "more about how the Wii U will change the future of gaming and entertainment." We expect full pricing and launch lineup.

WANT YOUR NEWS OR ART FEATURED HERE?

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Email: magazine@purenintendo.com

