

## Play this video game just for the *Elebit*

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From the console that became a revolution because of its interactive wireless controller arrives a game that specifically builds on this innovative concept. Nintendo Wii's *Elebits*, a cross between *Half Life* and *Pikmin*, is a new approach to search-and-destroy video games that combines a wacky plot with an interesting mission. While gamers are challenged to uncover hidden alien-like creatures only to capture them with a ray gun, the abstraction tests the player's skill of hide-and-seek with levels that include unique gravity-defying twists.

At first, *Elebits* gives the impression of a child oriented game with a storyline adolescent picture book. Alluringly sketched inanimate slides are timed that introduce the concept of these micro critters that are the source of the Chaos starts when the Elebits are concealed and to unveil and detain these minute creatures the electrical energy. For the sake of the quick overture may trigger misconceptions prove its worthwhile challenge. In reality, consuming task full of testing obstacles that with the mastery of the Wiimote and its

Once the introduction has been initiated, it's that it takes to conquer the hideaway of the serves as the capture gun's form with point-from the movement of the controller and the release a beam that captures the tiny entities joystick is used to scavenge in the desired immobile objects that include appliances in the garden to uncover any presence of Elebits.

each feature of *Elebits* and how one can manipulate structures in each course to move on to the next level.

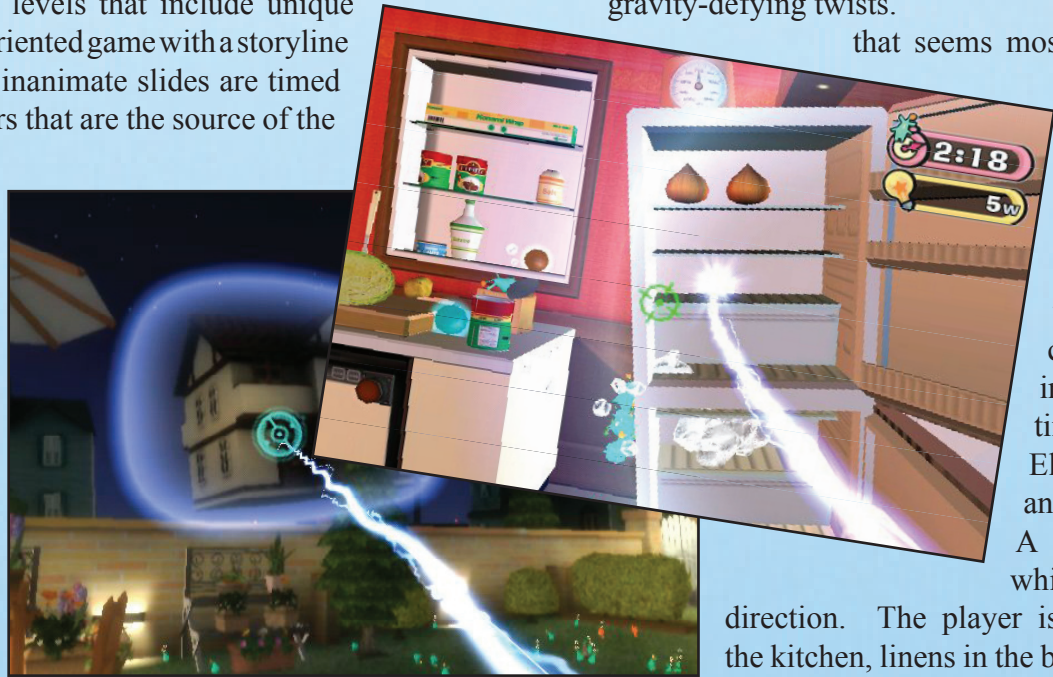
As each level starts, the player must capture the creatures that roam the area in order to power once-electrified objects and expose more Elebits. Everything from washing machines to remote-controlled planes and even phone booths contain hidden figures that will help to conquer each level once captured. Other tasks include flushing toilets, powering televisions and starting ovens to reveal other unseen Elebits.

After a certain number of Elebits have been collected, the ray gun develops a stronger power needed to lift heavier items in order to complete each course. Cabinets, cars, houses and entire building structures are some of the many objects that enclose secreted Elebits gun's controls. Special tokens are also placed in various spots in each level that will assist with the hunt. These create vacuum or multiple zap effects once activated by the ray gun's master. Although these characteristics test the is easy to make a disastrous mess, which creates challenge that one might find entertaining.

*Elebits* also includes boss stages that are disappointingly painless and easy to overcome. While searching difficult adventure, the evil villains who also control a fraction of the world's electricity are hardly a bother with capabilities.

Aside from the fact that this game has few flaws that may seem somewhat childish to its and out of the ordinary game play mechanics that makes this a one-of-a-kind challenge. nunchuck's revolutionary elements to a game that uses these concepts to its fullest, there defying venture. With 30 levels of variety of objects and course design and options, this game is a twist to hide-and-seek competition the mastery of seeking Elebits.

that seems most appropriate for an with voiceovers world's electricity. the player is told in order to restore mature gamer, this of *Elebits*' ability to the drills are a time can only be overcome interactive aptitude. time to acquire the skill Elebits. The Wiimote and-shoot capabilities A and B triggers that while the nunchuck's direction. The player is also able to move the kitchen, linens in the bedroom and plants in This tutorial game play helps to understand



# Elebits

