

#9

# The Monthly Silly

## Star Fox: Assault

I know he looks weird here, but it's actually a really good game

Me stealing  
your Miis



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# Silly Spotlight 1

## STARFOX ASSAULT

Star Fox Assault is my baby and I won't let anyone say mean things about it. Released for the Gamecube in 2005, it followed the apparently disastrous (I don't know, I haven't played it) release of Star Fox Adventures in 2002, and attempted to do something closer to the type of gameplay established in the much more well-liked Star Fox 64 while still putting its own spin on the formula.

Like that one, it's (kind of) an on-rails shooter where you fly through various levels in your Arwing spacecraft and shoot down enemies as they try to attack you. This time, though, the branching paths seen in 64 are gone, the game trading 64's short but replayable structure for something a bit more typical and less arcade-y, with ten linear, much longer

individual levels you can save your progress in between. The story has also seen something of an improvement, with a fair bit more going on than what 64 had to offer, the extra spotlight Wolf was given compared to his one singular encounter in 64 being a highlight for me. As much as I enjoyed the extra twists and turns the more in-depth story provided, though, it's still fairly simple, and it unfortunately isn't helped by the game's cast.



Falco and Slippy still join you, but instead of Peppy being your fourth party member, you're instead joined by Krystal! I do not like her. Peppy was never one of my favourites, but he still felt like an actual character who could bounce off the others in fun ways. Krystal has no personality aside from the fact that the developers really, really want you to be attracted to her. I struggle to think of even a single personality trait to describe her with, and

in a series with a lot of great characters, she sticks out like a sore thumb as a uniquely boring one. It might seem weird to spend this much time complaining about one character, but part of the appeal of Star Fox has always been the character interactions during levels, so being stuck with this absolute concrete slab of a party member for the entire game makes the whole experience noticeably worse. Fortunately, though, the rest of the characters are just as good as they were in 64, with newcomer Panther somehow being infinitely more entertaining than Krystal despite having maybe ten lines of dialogue in the entire thing.



Anyway, remember how I said earlier that it was “kind of” an on-rails shooter like 64? Well, that’s because it’s only like that sometimes. Some levels have you getting out of the Arwing to run about and gun down enemies on foot, these ones generally being much freer and more open-ended than the purely on-rails Arwing levels. There are plenty of people who hate these sections because they’re “not like 64” or whatever

other nonsense, but I really like them. They help to add a lot of extra variety and keep things fresh, and have a great amount of depth to them with the different weapons you can collect throughout the stages. They’re a fun, tightly designed challenge, and I don’t think this game would be anywhere near as good without them.

They’re also great for multiplayer! Originally I was going to have this be a Kill Your Friends segment, until I realized I don’t actually have much to say about the multiplayer compared to the rest of the game. You pick a map, are dropped in, and then battle the other players you’ve brought in with you. Some maps use the Arwing, some are on foot, but in most, you start off without a vehicle but can find them scattered throughout the map and hop in for an extra advantage (you can turn this off, though). The multiplayer here is fairly simple, but it’s really fun, and it probably doubled the amount of time I got out of this game, even if the Arwing-only maps aren’t really all that fun for battling other players.



Overall, I really like Star Fox Assault. As willing as I was to rant about my hatred for Krystal, the rest of the cast are just as great as they were in 64 (and in a few cases, even better), and while it loses the branching progression structure that made 64 such a great time, it more than makes up for it with longer, more in-depth levels and the addition of the great on-



foot segments. To be honest, the character models can be a bit uncanny valley at times, but you get used to them fairly quickly, and the environments are all amazingly designed, so I still like how this game looks overall. The soundtrack is also great; the orchestral sound it goes for honestly isn’t really my thing, but that doesn’t mean it’s not worth praising, and it gives the game a really unique feel compared to if they’d just gone “sci-fi setting, fill the soundtrack with techno EDM garbage” like every game developer these days seems to always do. Really great game overall, I like it a lot.

Final Score	
Gameplay - 10	8
Story - 7	
Look/Sound - 7	

# Silly Spotlight 2 *You are*

# PETER SHORTS

You Are Peter Shorts, released by OndyDev for PC in 2024, is a bizarre Metroidvania platform fighter thingy that I originally wanted to review as a Kill Your Friends segment until I realized I've played the multiplayer in this a grand total of one time and have significantly more to say about it as a singleplayer experience. It's a strange little game where you play as the titular Peter Shorts, who gets kidnapped, taken to Area 51 and cloned by a mad scientist to create an army of mutant Super-Peters.

Now, you must explore through the scientist's laboratory, fighting through an army of various Peter clones in order to escape the facility along with your newly-found clone brethren.



The lab is designed to be open-ended, containing secret data files on each of the 25 Peter varieties to find as well as various uniquely themed sections, each with a Boss Peter at the end which you can unlock and play as once it's defeated. This, combined with the fact that every regular enemy in the game is fully playable, even in story mode, lends the game a great deal of variety; each Peter has access to different attacks and, with how differently they all control in terms of weight and jump height, no two feel

exactly the same to play as, which is impressive given the simple control scheme. As a result, you're bound to find at least one here you'll enjoy playing as, even if you don't enjoy using every single one of them. Fun, varied movesets aside, they also each have their own unique physics, which unfortunately leads into one of the game's more annoying aspects.





For some reason, most hits you take in this game will send you flying backwards across what feels like the length of the entire screen, completely unable to do anything, and when you finally land on solid ground, you're prone to getting stuck and having to spend a few seconds mashing buttons to get up if you don't press A at the right time. This process completely breaks the flow and pacing of the whole thing, turning mild mistakes into something you have to spend an inordinate amount of time recovering

from. The funny part is that, aside from the final boss, this game's not even that difficult; I'd say it's of a fairly average difficulty overall, but the way the knockback physics work for big attacks makes the more challenging parts feel disproportionately annoying relative to how hard they actually are to get through.

It's not all bad, though. Most of the playable Peters are generally fun to control, with the big, bouncy Overalls Peter and fast, mobile Propeller Hat Peter being particular favourites of mine, and the level design is quite good, with a variety of unique area gimmicks. There's an ice area where certain attacks can melt the ice for alternate pathways, there's a kind of bio-lab-ish area with a great variety of fun gimmicks throughout, there's an area with lots of fans blowing strong wind everywhere that's exactly as annoying as it sounds, it's all good fun. Except maybe the fans area actually, that was less fun.



Overall, You Are Peter Shorts is a good game, but it's not without its flaws. Knockback on big attacks is absurd, and the whole game has this annoyingly floaty, imprecise feel to it which, while it can be mitigated by choosing a Peter that controls more tightly, like the Bat or Propeller Hat Peters, never entirely goes away. Despite that, though, it's still a fun time, with great level design, a variety of fun characters to play as, and a silly, charming aesthetic that while nothing



exceptionally amazing, still lends it a certain extra appeal that makes the whole thing feel that extra bit more endearing. The multiplayer fighting game mode also exists, and I assume it's quite fun, but I've only ever played it once so really I have no idea at all. Interesting game overall, though, I quite liked it.

Final Score	
Gameplay - 6	6
Story - 5	
Look/Sound - 6	

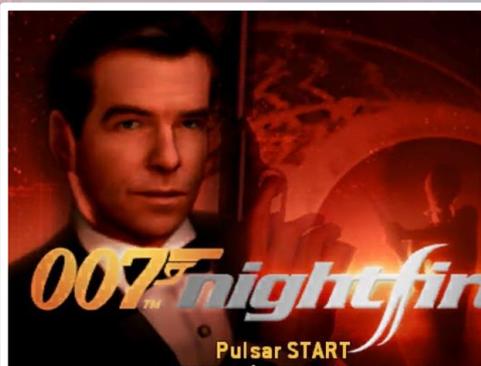
# Kill Your Friends!

# 007<sup>TM</sup> nightfire<sup>TM</sup>

007: Nightfire is a first-person shooter based on James Bond released in 2002 for the PS2, Gamecube, Xbox and PC, and is kind of like Goldeneye if it was good. It does have a singleplayer campaign, but it's quite hard and I'm not good at these sorts of games, so I never got very far in it; the multiplayer is the part I've played more of, and in my opinion the best aspect of this game, so it's what I'm reviewing. In case there are any version differences I'm not aware of, this is a review of the Gamecube version.

The multiplayer has a variety of modes, the main one being the basic Arena mode where you're dropped into one of eight maps along with up to three other players and any AI bots you might have brought with you, and the first player to get a certain number of kills wins.

Controls are a bit strange; there's a variety of control options, but the thing they all have in common is the annoyingly slow turning, which can be a bit of a pain to get used to, but after a while you don't notice it as much. Turning aside, though, the game controls well, with precise aiming mechanics during strafing and a variety of guns that generally all feel satisfying to use.



The overall gameplay is fairly basic here, but it has a chaotic energy to it that makes it really fun. Respawning once you die is fast, and most maps are small enough that you'll likely be right back in the action from the start without having to wander about looking for other players, which lends it a silliness that makes the whole thing much more enjoyable.

The unserious atmosphere is aided by the character models; they're about as realistic as you'd expect from a game from 2002, but I think the fact everyone just looks a bit off here really adds to the strangeness of the whole experience in a very fun way. Plus, it's a James Bond game, there's no taking characters like "Pussy Galore", "Wai Lin" and "Xenia Onatopp" seriously anyway. You can also play as "James Bond (spacesuit)".



The best aspect of this game by far, though, is the sheer level of variety and customization available to the player. Don't like the frantic, chaotic pace? Change the settings so you always respawn far away from other players! Want even more chaos? Pick a different weapon set for players to have access to, like the sci-fi State of the Art set, or the fittingly named "Explosives" set! There's a variety of options available to the player, from adjusting the timer and amount of points required for a win to even precise alterations you can make to enemy AI behaviour if you're using bots.

There's also a lot of game modes, 12 in total. There's the basic Arena mode, as well as a team version (cringe), but there's some really unique ones here too, the best of which put a really interesting spin on the usual gameplay while retaining everything that makes it work. Assassin mode, in which a randomly selected "Assassin" needs to hunt for a random "target" player to get points while the others can kill the Assassin to take on their role, is a particular favourite of mine, but there's a lot of good stuff here, from the basic Capture the Flag and limited-lives last man standing modes to the previously mentioned Assassin mode and the one where you have to collect the controls for a space laser that explodes your enemies.



Unfortunately, not all are any good; King of the Hill requires you to stand in a random spot to gather points until the game says you win, and it tends to be hidden well enough that one player will probably just find it before anyone else and win without much challenge, and Uplink has two teams competing to activate randomly placed satellites in a mode that had potential but, in my opinion, is over much too quickly to warrant its own existence.

Despite my gripes with a handful of modes, I still found Nightfire a really fun multiplayer experience overall, even as someone who doesn't play many of these kinds of games. The sheer variety in its customization, from the plethora of fun and unique weapon sets (fight me lvl on Ravine, snipers only) to the wide variety of fun gamemodes to choose from keeps it feeling fresh no matter what you go with, and the slightly bizarre character models add to the fun in a presumably unintentional but nonetheless oddly valuable way. My favourite is Nick Nack, because he's so short that hitting him is surprisingly difficult, and getting beaten to death up close by him is a genuine threat.

Final Score	
Gameplay - 10	8
Story - idk lmao	
Look/Sound - 6	

# Easy Emulation

# LIVE A LIVE

TM

Live A Live is an RPG released for the SNES in 1994, with a remaster I haven't played later being released in 2022 (the background art for this review is from that).

The game has a unique structure to it, in that instead of having one single overarching story, it's instead made up of seven smaller ones, each taking place in a different time period (Prehistoric, Ancient China, Feudal Japan, the Wild West, Modern Day, Near Future and Far Future). Most of the game's biggest strengths and weaknesses stem from this structure. On the one hand, it adds a great sense of variety, each scenario being completely different in tone, story structure, and even gameplay to an extent, although they all use the same combat system (more on that later). Playing through the game and seeing what each chapter has to offer is consistently enjoyable, and often a great surprise with how much they vary between each other. No two are exactly alike, and it helps keep the game from ever getting stale.



Unfortunately, they're not all created equally. The Prehistoric chapter is fairly basic and middle-of-the-road, being very obviously the one the developers want you to start with, but the others all try to experiment with the story and gameplay structure in ways that can vary greatly from one to the next. Sometimes, it works! The Feudal Japan chapter has you infiltrating an intricate, maze-like mansion with an emphasis on stealth, the Wild

West one has you setting traps across a small frontier town to combat a violent criminal gang, and the Ancient China one does several cool things, none of which I can really talk about in this review without spoiling important plot details. A few aren't nearly as good, though; the Modern Day one is just a sequence of boss battles that all feel largely the same as each other, the previously-mentioned Prehistoric one does nothing remotely interesting enough to warrant being one of the game's longest chapters and features by far the most annoying character in the game as a permanent party member, and the Far Future one is somehow the best and worst chapter in the game at the same time. Again, can't say much without spoilers.



Overall, though, I still really like how varied the game's structure is, even if some individual chapters can be a bit shit. And fittingly for a game like this, the combat system is also either amazing or terrible depending on where in the game you are! It takes place on a 7x7 grid you can move freely on, and you and your enemy both have various different attacks, each of which can target different parts of the grid, and plenty of which have some kind of broad area of effect. I absolutely love this combat system... mostly.

Most of your characters have a wide variety of tools at their disposal which hit different areas, and the different ways you have to think about your positioning in relation to different enemies' attack ranges are consistently engaging, but that's only for more noteworthy fights.

Boss fights are consistently excellent, and the chapters that revolve around a smaller number of more difficult fights each make great use of the battle system – the Feudal Japan one in particular is great for this, for example. But there's a few chapters, particularly Near Future and the last stretch of Ancient China, which have a bad habit of throwing several individual battles against horrifically weak enemies against you.



On their own, these battles aren't too bad, you just walk up, hit them once and you're done in the span of 10-20 seconds, but when you have to do several in a row over and over again, it gets tiring fast. The Ancient China chapter is particularly bad for this, since in that one, it happens in a way where the individual fights could very easily have been folded into two or three battles with a large horde of enemies all at once, which would no doubt have been much more fun.

Despite my gripes, the battle system here is overall very fun, and helps Live A Live stand out from the myriad of other turn-based JRPGs that also came out for the same console. And, since I'm realizing the review's almost over and I haven't even talked about the story in my review of an RPG, that part's also very good. Honestly, the story in this game is very difficult to talk about without spoiling anything, but all I'll say for now is that I'd **STRONGLY** recommend finishing all of the game's chapters, even the ones that don't particularly interest you. Overall, Live A Live is a great time, whether you go for the remaster or the original, and despite the fact its quality can vary from moment to moment, when it's at its best, it really is an incredible game.

Final Score	
Gameplay - 7	8
Story - 9	
Look/Sound - 8	

Guest Edition!  
BY TOONSTUFF

# MARIO KART WORLD™

Mario Kart World is a lot of things. The first new Mario Kart in over a decade, the flagship game of Nintendo's new Switch 2, and Nintendo's first \$80 game. It has massive shoes to fill, and its price always manages to weed its way into every point of discussion regarding it. This isn't unwarranted, of course; a game with that high a price tag should be worth said price, but I think it often can overshadow the genuinely great things that Mario Kart World has to offer, as well as exacerbate its many, many shortcomings. Mario Kart World is an amazingly fun game and a great new direction for the Mario Kart series, but as a game priced the way it is, it falls short in several key areas.

Many of World's greatest strengths and weaknesses can be found within its titular "world." All the game's 30 tracks are interconnected within a massive world map, and while the core Mario Kart gameplay largely remains the same as it always is, just now with 24 players instead of 12, the new structure



greatly impacts how these tracks are experienced. In Grand Prix, rather than do 3 laps across 4 tracks in each cup, every track after the first must be driven to from the previous, with only the last lap going around the track itself. These "intermission" races are divisive to say the least. I think they're generally fun, even if they're overall rather straightforward, but the main tracks themselves are simply far more enjoyable to me. Thanks to World's new rail grinding and wall riding mechanics, each track has so many more opportunities for shortcuts and alternate routes that weren't possible in any Mario Kart before this. It's a great selection (even if there are some stinkers here and there) and every track is memorable and a fun time to race on both with your friends and online. However, therein lies the problem: the game gives you barely any options to choose to just play the main tracks. There's no way to avoid playing the intermission tracks in Grand Prix or in public online races, and that's just... weird? The online is especially an issue, as you basically just have to hope that the selection of 3 tracks it gives you includes a 3-lap race as an option or that you get one from the Random option. Again, the intermission tracks are entertaining enough, but the fact that the game gives you very few surefire options to play the most fun parts of it consistently is baffling.

Outside of normal races though, World provides two big new modes: Knockout Tour and Free Roam.

Knockout Tour is essentially a battle royale mode where the last 4 ranked players are removed after each checkpoint until only one is left. This mode is a significantly more fun application of the intermissions and a great addition overall. Free

Roam on the other hand is yet another point of contention. In Free Roam, you freely explore the game's world, completing challenges, collecting medals, and hitting panels to unlock stickers to be used as icons online. That's it. That's all there is. I completely understand why a lot of people would be disappointed by this, since they were likely expecting a proper open world with a story and quests and such, but I personally don't have too much of an issue with the content of Free Roam. It's fun to hop in and out of it and complete it little by little, and the world itself is shockingly well detailed and lively. This on top of the game's massive 200+ song OST, featuring loads of remixes from past Mario games playing as you explore makes Free Roam a cozy, relaxing thing to experience. What isn't relaxing however is the fact that, outside of each track's ? Panels, the game does not show you how many P Switch challenges and Peach Medals there are total and how many you have left. It shows you how many you've done on the map screen, but that's it. It's yet another example of Mario Kart World being frustratingly obtuse and lacking in basic quality of life features that an \$80 game should have.



Ultimately, that's Mario Kart World's biggest issue. Everything about it is fun and pushes the series forward in exciting ways, but those good aspects are marred by questionable design decisions and the game simply not giving the player enough options to play the way they want to. There's even more beyond what I've already mentioned! Don't even get me started on unlocking characters through the area-specific and random Kamek item instead of just being able to unlock them from a shop or something like a normal video game.

Point being, Mario Kart World is weird. If you're able to look past the aforementioned... "interesting" design choices, there's a legitimately great racing game there and one of the most beautiful looking and sounding games Nintendo has ever put out. Its new mechanics open up the track design in some very engaging ways, and its new modes are a ton of fun as well. It's frustrating; Mario Kart World is so close to being a true all-timer, and in many ways, it is, but a clear lack of forethought to include the proper options for each type of player to have the best possible experience mars so many of its strongest elements. As it is, I honestly can't say that it's worth that \$80 price tag. If you're looking for justification to pick up a Switch 2, maybe start with Donkey Kong Bananza instead.

Final Score	
Gameplay - 9	9
Story - lol	
Look/Sound - 10	

# The Yap Trap

## Ranking Every 3DS

### StreetPass game

The 3DS had a wide variety of games on it, but I always felt that the small StreetPass games on the Eshop were under-appreciated, so in the first ever four-page Yap Trap article, I've decided to rank each of the ones I was able to play before the 3DS Eshop went down! They're all small, simple little games, but often had a surprising amount of care and thought put into them, so they've always stuck with me as being fun hidden gems, and I'd like to give them some appreciation here. Oh, and for future reference, these games each use Miis of people you met via StreetPass for gameplay, and you can also spend Play Coins, obtained by touching grass with your 3DS in sleep mode in your pocket, to get silly little cats (or dogs, your choice) to fill the Miis' roles if you need to. Unless specified otherwise, every time I talk about "Miis",



the silly play coin cats/dogs can also fill the same role.

That said, the first on this list, StreetPass Explorers, is... not very good. In this game, once you have a few Miis, you watch them automatically cover a certain amount of distance depending on how many there are, and once they stop... that's it. Sometimes there's a fork in the road

and one path leads to a dead end, but other than that, you do nothing in this game. It's shite.

The next game, StreetPass Ninja, is a tiny bit better, being about launching Miis out of cannons at the right angle to grab floating ninja scrolls, and... it's bizarre, given how much care clearly went into the rest of these, but Ninja feels vaguely soulless in a way. I can't put my finger on why, it just feels off and I don't like it.

Much better is StreetPass Battle, which has you leading an army to take over the world! With the power of Rock, Paper, Scissors, of course. At the start of a battle, you can see what type and number of soldiers your opponent has and allocate a certain amount of your army to Infantry, Cavalry and Archers, each of which is strong against one of the other types, and then do battle, choosing one section of your army to send in on each turn. In practice, it's quite basic, but it's a decent short-term distraction; the strategy feels a bit too simple to be interesting to me, and I don't like it nearly as much as any of the games that are up next, but it's still miles better than Explorers or Ninja.





Unlike the others in this list, Quest was bundled with the 3DS at launch, so it's by far the one most people are familiar with, even getting a stage in Smash: Ultimate. This one is a turn-based RPG where your Miis each have different abilities based on their favourite colour (Red has fire magic, Purple can inflict poison, etc). They each

run off after taking one action, though, so you need to carefully consider which ones' abilities to use and when based on the enemies you're up against. It's still fairly simple, and the parts later on where you outright NEED certain colours to progress are much too dependant on random chance, but it takes a good amount of strategic thinking to get anywhere with this one, so I like it a bit more than Battle.

Garden is where the proper good stuff starts. In this one, you have a small little garden and are tasked with growing and collecting each of the 80 flower species the game has to offer, which you can arrange in whichever way you like. You do this by getting seeds from both your own plants and from



other Miis – there's a few other mechanics I won't go over, but the gameplay is generally very simple and not much deeper than "get seeds, watch them grow, repeat". In spite of this, though, the excellent presentation, some of the best the StreetPass series had to offer, makes this one a really memorable time, lending it a nice, comfy atmosphere that's perfect for when you just want to relax. Plus, there's also something about these "collect all the uniquely named and designed Thingies" type games I really like, they're just satisfying.



And then there's Mansion! This one has you exploring a spooky haunted mansion, collecting various silly weapons and battling its ghostly inhabitants along the way. What stands out about this one, though, is how you traverse the mansion; at the start of each turn, a Mii comes up to you and gives you a puzzle piece of that

Mii's colour. You're then given a grid-based map of your current floor, and can place the piece anywhere next to any previously placed pieces to create a room there, with one tile on each floor containing the staircase to move up. Additionally, if you can make a perfect square/rectangle of one colour that's 2x2 or larger, you'll find a treasure chest in that room, with more and better chests appearing the bigger the square you're able to create. It's a simple formula, but it's surprisingly engaging, and certainly one of the most unique concepts in any of these games.

The next game, Slot Racing, is a simple racing game where you only need to do two things – hold the A button to accelerate, and release it so you don't crash at every tight turn. Like the rest of these games, it's very simple, but it's surprisingly challenging at times, and if you release and hold A at a turn at just the right moment where you perfectly preserve your speed, you get a special Perfect bonus, complete with a speed boost and a sound effect that's much more satisfying than it has any right to be. Combine the fun core gameplay with the imaginative track designs (visually anyway, gameplay-wise there's not a lot you can do with the formula),



and you have a thoroughly memorable experience.

Now we're getting to my top 3 StreetPass games; I like all of them aside from Explorers and Ninja, but these last 3 are far and away the best the series has to offer, starting with Zombies. This one is a... bizarrely detailed beat-em-up, maybe the one with the most

effort put in out of any of these, in which you play as a survivor of a zombie apocalypse working with scientist Dr. Scarlet to find a cure to the disease. The game has you moving through a series of 30 unique levels, most of which with their own distinct gimmicks and gameplay additions, tasked with fighting through the undead forces blocking your path. You'll also be joined by other survivors (Miis you've encountered via Streetpass), who'll each offer you one of 26 possible weapons based on the hobby listed in their profile. Miis with the gaming hobby will offer a Wii Remote you can use like a sword, Miis who like cooking will give you a comically large frying pan, etc.

The weapons are all great, each feeling different to use and each having their own unique ultra-powerful Special Move you can use a limited number of per level, but they're also my only real problem with the game. Since they're tied to the Miis' hobbies, a fairly specific profile detail, spending Play Coins only makes the same survivors re-appear, rather than summoning the usual cats and dogs, meaning you NEED to StreetPass someone with a specific hobby to get that hobby's weapon. Even when the 3DS was new, getting even a single StreetPass was a somewhat rare and unusual event, and these days, it basically never happens unless you know someone else with a 3DS and go out of your way to arrange it. So, chances are, you'll never see most of the weapons this game has to offer just playing it normally, which is a shame. It's still an incredible game, though, I absolutely love this one.





Chef, our next game, is comparatively much simpler, but I kind of prefer it anyway. Remember those adventurers from Quest, bravely fighting their way through monster-infested lands? Well, they need to eat, too! You play as the chef at the restaurant those brave warriors ate at before their adventures, and at the start of each round, you're given a set of ingredients based on your customers' colours, and need to cook whatever meal they order. You're not told exactly what the right ingredients are, though, so you'll need to guess; get it wrong and they'll be left unsatisfied,

get it right and they'll like it. Some ingredients are necessary for specific meals, but other less obvious ones can also work, and you can use them alongside the required ones to make your meal extra tasty and increase your customers' satisfaction, giving them the motivation to fight more effectively and adding an extra element of risk and reward. Do you go for the safe ingredients you know will work, or do you take a risk to either greatly enhance or outright ruin the meal? It's simple, but it works, and the fun, unique story concept and great aesthetic both add to it to create something truly special.

And now, my favourite of the whole series, Fishing! Accompanied by the best soundtrack in the series (saying something, as each of these games have great music that fits the mood of each one perfectly), this one has the player fishing in a variety of locations, most of which are absolutely beautiful, in order to catch various species of fish to add to their aquarium. The Miis accompanying you will each give you different types of bait, which work on different fish, so you'll have to choose where to fish based on which bait you've been given, and choosing what order and combinations to use to get as many new species in one go as possible lends it a fun strategic dimension.



As mentioned earlier, you also have an aquarium, with various tanks you can put your fish in and decorate with a variety of different themes. Each theme comes with its own background music, and I've often spent several minutes just watching my fish swim around and listening to the excellent music. StreetPass

Fishing is the best representation of this series as a whole; a simple but fun gameplay loop, accompanied by excellent aesthetic design and a great soundtrack, that despite its small size, manages to feel so much more memorable than I ever expected it to. I love this series, and could even see myself writing full reviews on some of its best entries in the future.

# What's Next?

# BESTIARIO

Bestiario is an upcoming indie RPG inspired by Spanish folklore and PS1-era JRPGs, set to be released some time in late 2026. You play as Axis, a wizard and beast hunter who's recently returned to Spain after a mission, and according to the Kickstarter, "must solve a supernatural mystery and fight unusual enemies and beasts to protect the world from a new threat". It and the Steam page are both very vague about the actual story, so I unfortunately can't talk about that side of the game all that much.

Party members include friendly hellhound Lerez, also described on the Kickstarter as Axis' "sister" (not sure how that works, the English on there isn't great so maybe it's just a weird translation thing), and Alfredo, a "Bound" who exists as a person and myth at the same time. Not sure how that works either, but it sounds interesting. Axis feels a bit self-insert-y, looking conspicuously similar to the lead writer's depiction of himself on the developer's website and described as "a good person deep down who hates injustice" and having an "unconditional love for classic JRPGs", but generally the cast and especially the world it takes place in both look promising.



The Kickstarter also explains the game's turn-based combat system! I didn't want to dedicate two pages to this section, but the combat does look fun, so I'd recommend reading about it over there. It's also set to feature

something explicitly described as being akin to Persona's social link system, which I don't feel very strongly about either way, but it's cool if you like that sort of thing. Overall, Bestiario's combat, aesthetic style and worldbuilding are all very intriguing to me, so I'll most likely play it when it releases, but its self-insert main character and incessant comparisons to other games on the Steam and Kickstarter page have me a tiny bit wary about its potential quality.