

Wii™



CONDUIT 2

First Look at the shocking sequel!

ZELDA SECRETS

pg. 64



# NINTENDO POWER



NEW SCREENS

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We play **Super Mario Galaxy 2** and it's out of this world!

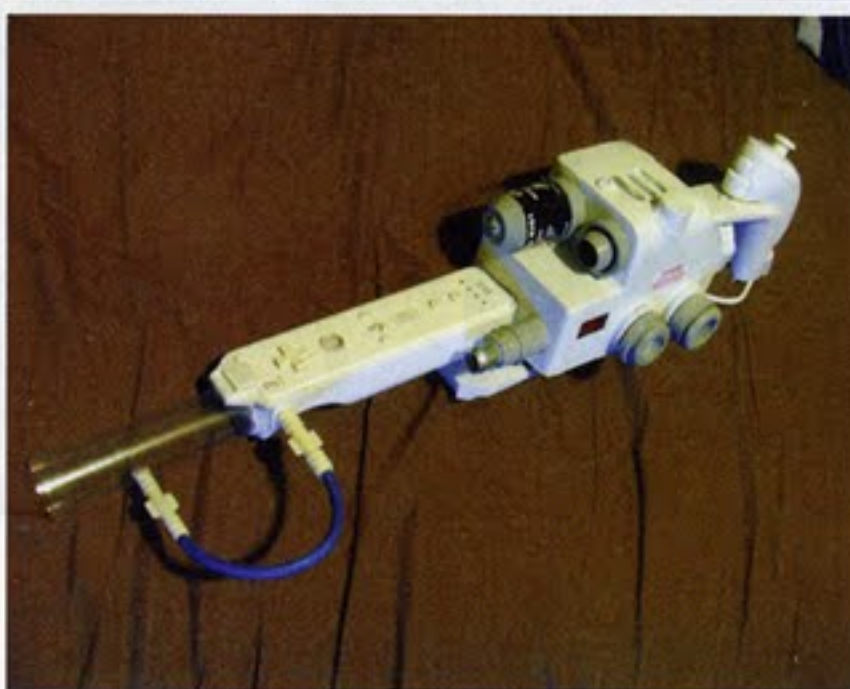
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\$5.99US

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# Boos Beware

This fan-made Ghostbusters proton pack Wii peripheral is spooky-awesome.

**EVER SINCE HE** was a young kid, Jack Rossi wanted to know what it would feel like to be a Ghostbuster. At the age of six he built his first proton pack out of a macaroni-and-cheese box. His next prototype was made out of a Quaker Oats box combined with a rolled-up supermarket flyer as the proton thrower. Now 26, the Los Angeles-based professional toy designer has taken his obsession to the next level by custom-crafting the ultimate ghostbusting Wii peripheral—an insanely lifelike proton-pack-and-thrower combo.

Rossi's lifelong fascination with toys and how they're made spurred him to seek a career in toy design. He's now a manager

at the agency that designs all of the kids'-meal toys for Burger King, and he finds being able to create toys for a living extremely rewarding and fun. However, he also loves to tinker at home. The arrival of Ghostbusters: The Video Game on Wii presented a unique opportunity to combine his various passions into a single project.

"Making the pack was a huge challenge for me because it's all in the details," Rossi explains. "I started prototyping the proton thrower the day the game was released. It took about nine months to figure out how to house all the components that I would need to play the game, as well as a design that functioned correctly



and was ergonomic. I used all the junk around my house to make the pack."

Starting with a fan-created shell as a base for the pack, he customized its exterior with items he was able to scavenge. He selected a white finish to match the Wii console's design, though every other element for the pack was chosen to look as close as

[Above] A great combination of form and function. [Left] Check out the details on that proton pack!

possible to the ones in the original Ghostbusters film.

The thrower design required the most care, since it houses the Wii Remote and Nunchuk and still has to be functional. Rossi says the biggest challenge was precisely positioning the clear tube on the front of the thrower to make it look accurate without obstructing the Wii Remote sensor. But when everything was finished, it really amplified the spectral butt-kicking experience.

Rossi plays the game in style, with the visuals piped through a large projector onto his wall. "Red Fly Studio has done an excellent job of capturing the essence of the franchise," he says, "and when you wear the pack you feel like the new recruit out to catch ghosts." —NATHAN M.