

GEAR CONTROL

WE HEARD THROUGH THE MORRIS OF CASH-IN PERIPHERALS TO BRING YOU THE CREAM, MILK AND CURDS OF THE CROP

SPARKLING VIBRATION GUN

FROM DARGON ELECTRONICS // PRICE: AROUND £10 // AVAILABLE // OUT NOW

With the intense release of the Wii Zapper, it hasn't taken long-eyed third-party manufacturers too long to come up with their own versions. What makes us take notice of these alternatives more than we would normally is that the Wii Zapper itself is only a piece of plastic in which the Remote and Nunchuk sit. A better design would therefore be attractive. Requiring the Sparkling Vibration Gun which is out in the States and Europe is promising. It looks good, although it doesn't have space for the Nunchuk, and it adds vibration as long as you pop new AAA batteries into it.



SHARK GUN

FROM PEGAS // PRICE: AROUND £6 // AVAILABLE // OUT NOW

By now we've become used to some strange-looking accessories but this one has an unusual look, size and shape. It's a gun... in the shape of a shark. Why we're not quite sure. Then again, fishing this one out in America isn't going to cost you an arm and a leg and it operates in pretty much the same way as all of these bits of plastic do. You simply insert the Wii Remote into the shark. It's sturdy enough but quite how cool you feel when firing at the screen via a shark is an entirely different matter.



DANCE ADVANCE

FROM DARGON

PRICE: AROUND £10

AVAILABLE // OUT NOW

When you think of features for an accessory, you don't usually expect to see "amusing and funny" listed. Such options are really for those who buy it to decide. Nevertheless, Dargon is at it again and this time it has produced a dancing mat for the Wii (and GameCubes). It's non-slip and has a D-pad and A and B buttons, and is aimed at people who like playing dancing games. Dargon claims it will keep you fit and we guess it could form part of a poor-man's Wii Fit fitness regime (as part of a calorie-controlled diet perhaps).



TIME TO PICK UP THE PHONE AGAIN

Six reasons we're looking forward to the return of the Ghostbusters



1. IT REUNITES THE ORIGINAL CAST

Ghostbusters brought Dan Aykroyd, Bill Murray, Harold Ramis and Ernie Hudson together for nonstop hilarious movie action. Just over 23 years on from the 1984 original, they've been reunited for Sierra Entertainment's new videogame which will be coming out on the Wii and DS in Autumn 2008.

2. IT PICKS UP FROM GHOSTBUSTERS II

According to Aykroyd, the game is going to be the equivalent of Ghostbusters II. We've seen this sort of stuff before - Starlight for the DS is the spiritual sequel to helmer John Woo's 1992 film *Hard Boiled* - but it doesn't stop us wetting our pants with joy.

3. IT'S SET TO BE BETTER THAN THE FILMS

We won't know this for sure until we see it in action but Aykroyd has written the game and he says: "It's better than the third movie because it lasts longer, there's more development of the characters." A trailer has been put out to tantalise us but it's incredibly short and tells us little.



4. IT'S IN NEW YORK AGAIN

So expect lots of familiar Manhattan buildings as well as ghosts and other assorted spooks from the movies. We're

also going to have our ears massaged by the 'Who You Gonna Call' catchy theme tune that was expertly penned by Ray Parker Jr.

5. IT SHOWS A DARKER EDGE

By grounding the action in 1991 (Ghostbusters II arrived in 1989), the characters will be a little bit older and more experienced. Aykroyd says: "They're perhaps a little more jaded, more tough, with maybe not as compassionate a view of the spirits that they used to have."

6. IT'S GOING TO BE ACTION-PACKED

You'll be able to hunt and fight a large number of 'other-world' enemies using the weapons which endeared us so much to the films. We've had Ghostbusters games in the past - the best being Activision's Ghostbusters II in 1989 - but this looks set to blow them away, visually at least.

BLAST FROM THE PAST

Ghostbusters, 1988, Activision

Four years after the original movie was released, a Ghostbusters game appeared on the NES, designed by David Crane. Based on the earlier Commodore 64 game, which was shipped up in just six weeks, it sits you not only capturing ghosts but also running the Ghostbusters franchise. That the best of games for the NES - it looked poor although quite fun to play - it may well appear on the Virtual Console next year.

MORE GHOSTLY GOINGS ON...

SEGA CONFIRMS HOUSE OF THE DEAD 2 AND 3

Having already worked on *Ghost Squad*, Sega is now gearing up for a couple of other Wii Zapper games and has announced *House of the Dead 2* and *3*. The games have already been seen on other consoles such as the Dreamcast and Xbox but Sega tells us it's going to be revamping the game for the Wii. It will have six game modes including Time Attack and Arcade Mode and is set for release in the spring.



OKAYE OKAYE. According to Capcom's Christian Svensson, there will be no additional content for the Wii version of Okami - he says the game is already huge and takes more than 40 hours to complete.