



PLAY REVIEWS TRY+BUY

▶ SEARCH GAME REVIEWS

HOME

REVIEWS

SUBMIT

HELP

GAMES LIST . FEATURES . GP STAFF . MESSAGE BOARDS

Animal Crossing: Wild World



PLATFORM



ESRB RATING



GAMEPAD RATING

9

It's everything I love about the GameCube version, but better! How can fishing, catching bugs, and digging up fossils be all that exciting? It just is.

GP REVIEW

Beware: addictive AND portable!

Reviewed By: [gp_boogiewoogie](#)

I love Animal Crossing for GameCube. I used to gush about it with my fellow gamers and play it for hours and hours; I was glued to the TV! In fact, it was the reason I bought a GameCube. And the only reason I really stopped playing it is because I was shackled to my TV. I had a choice: my life or Animal Crossing. I chose life.

Okay, so maybe it wasn't all that dramatic; it's just a great game. So ever since the Nintendo DS was released I've been on the edge of my seat with hot anticipation for Animal Crossing: Wild World.



[More Screens...](#)

Animal Crossing: Wild World is my portable addiction. It's everything I love about the GameCube version, but better! Friends of mine who've never played just don't understand it. How can fishing, catching bugs, and digging up fossils be all that exciting? It just is.

You start the game in a similar way to the 'Cube version, except, instead of chatting it up with some guy on the train, you're having a chat with a cabby. Kapp'n, who you'll recognize from the boat in the first version, drives the taxi and asks you a few questions. So you name your town, get a job from Nook, talk to all the town folk, and get your life started.

Basically, it's the same game with a few new additions. You can grab a few new tools for your arsenal from Nook's shop, such as a watering can, a slingshot and medicine.

As you can probably guess, the watering can is for town beautification; if that's your bag, go nuts. But I found that I stored by watering can safely at my house just in case and forgot about. However, the slingshot does prove to be useful. Keep it on you because you never know when a present tied to a balloon will go floating through the sky. But again, the slingshot just collected dust in my dresser drawers at home.

Speaking of storage – your dressers, refrigerators and the like open. In the GameCube version of Animal Crossing, they just sat there and looked pretty, but the DS version adds a little functionality. It's quite nice because you don't have to leave stuff all over the house (which could hurt your rating from the Happy Room Academy!).

You can also buy medicine at Nook's shop to clear up your nasty bumblebee stings. And be sure to get insurance; you'll actually want to put up with the stings because you can totally cash in on them!

The stylus doesn't really need to come into play too much in this game; you can use it to move around, but the arrow keys are much easier, in my opinion. However I did find the stylus especially useful at Nook's shop – it really speeds up the process when you're selling a mass amount of stuff.

The DS version of Animal Crossing also takes advantage of the system's WiFi; connect to your friends with a friend code or go DS to DS to visit your friend's town. I was able to collect all the fruits available from my fellow gamers, but if you're a lone sole out there in the land of Animal Crossing: Wild World, it might not be as easy to connect with someone. Unfortunately, you can't just randomly go to someone's town – codes or DS to DS connection is necessary. But this game is fun enough that wireless play isn't going to make or break it (at least it didn't for me).

Basically this game hasn't changed much – it's not a sequel so much as the same game with tweaks. So if you weren't a fan of Animal Crossing on GameCube, Wild World isn't going to win you over. But if you loved the GameCube version, you'll definitely love this one! I sure do!

OVERALL:

9

GAMEPLAY:

8

SOUND:

8

GRAPHICS:

8

▶ ABOUT OUR RATINGS

ANIME MASTER PLAYED ANY GOOD GAMES RECENTLY? TELL US WHAT YOU THOUGHT! WHAT'S THE CHIPENDIUM? WHOA! SPRING ISSUE 