

Super Mario Galaxy Platform - Nintendo Wii

Review by - Andrew Cooper

As you begin the game, these beautiful sounds that you just know are nothing else but our favourite plumber [no matter how expensive he is] Mario. The graphics? Out of this world, literally, we're being kartered [Don't get me started on MarioKart DS] off to another galaxy. I think the only thing that is just only slightly annoying is that the game seems to never end, but we can't complain really, we're always saying how we wanted it to go on for longer. Super Mario Galaxy is just going to rock them smexy socks of yours. I can't believe how brilliant the game is, I want to make a positive side of the game and a negative side, but I don't think I can justify anything that's negative in this game. I especially love music in games and oh boy did I love the music in Super Mario Galaxy. I was humming along to almost all of them all the time when I was playing and I especially love one that I have simply got to get on my iPod.

Although I do get quite frustrated at how Princess Peach always seems to get kidnapped or something bad happens and it's us that have to save her, she really should be more careful in future games, we're only plumbers after all, Mario and Luigi that is.

Anyway, onto the actual review. I love the game graphics, I love the game music and just love it totally. It's a bit tricky to get used to the controlling of the character because of the way the views are, what with you walking on planets, and planets being circular and all. The view kind of gets a bit messy sometimes but it's certainly enjoyable. The interactivity is great and all you need to do is point and fire at them darned mushrooms, yup, their back too. The missions are quite simple to do and I love the little "Star Bits" and how one of the "Lumas" refers to them as morsels, they remind me of Milkyway Stars [which are very tasty]. I want to tell you all so much more but would be spoiling the surprise for you if you haven't already got it and there's a lot of brilliant surprises awaiting you.

The co-operative gameplay isn't all that good. The second player can't do much so it's not much of a two player game but you can get a bit competitive with other people playing it, me and my brother are having a competition to see who can get the most star bits, he's winning but the tables will soon turn hehe. There's a lot of repetition in the game because you go through one planet sort of thing then you have to go through the same planets again to get to the last planet which is really annoying because you're like "OMG I'VE DONE THIS ALREADY!!!" But you just have to do it! It's one of those things.

Worth buying? Definitely. I wouldn't trade in Super Mario Galaxy even after I've completed it. I'm not even half way through the game yet because it's so big. It's a lot less expensive than it was at Christmas time but I'd even buy it for £50. It's more of a game for Mario fans or ordinary gamers, not really a game for people who hardly play because you have to get into it to enjoy it fully.

"It's a me a Mario!"