

## Tekst 9

- 1p 23 Je hebt zowel een Wii als een Xbox 360 en je wilt een spel kopen dat weer eens iets nieuws biedt.  
Welk van de drie spellen koop je op grond van de besprekingen in ieder geval dus **niet**?
- A Trauma Centre: Second Opinion
  - B BioShock
  - C Blue Dragon

### GAME REVIEWS

#### Trauma Centre: Second Opinion

Wii. Available now, £39.99

“Any similarity to organisations, persons...or cutting-edge medical techniques is merely coincidental.” That disclaimer can only mean one thing – months after its release as a launch title for the Wii in the United States, Trauma Centre: Second Opinion is making a disgracefully delayed appearance in the UK. In this wonderful surgical simulator, adapted from the DS but making exquisite use of the Wii’s controls, you play Derek Stiles, a hotshot doctor learning his trade in an American hospital. However, this being a Japanese game, it’s not just about stitches and scalpels: after a few



missions, a stunned Derek realises he has Magical Doctor Powers, chiefly the ability to save his patients by freezing time, and must use them to thwart a sinister medical conspiracy.

**The plot and dialogue are agreeably ludicrous, the game play is tight and increasingly challenging, and the whole experience makes for one of the Wii’s best titles.**

**Robert Colville**

#### BioShock

Xbox 360 (version tested), PC. Available now, £39.99

Bio Shock starts in the 1960s: you’re in a plane and it’s crashing into the sea. Swimming to a tiny island, you find yourself transported to Rapture, an Art Deco undersea city built by the crazed genetic experimentalist Andrew Ryan. Semi-ruined, it is populated by aggressive ‘splicers’ and scary Little Sisters – genetically mutated little girls with giant robotic minders called Big Daddies – and other deranged and deadly characters.

There are some good guys, though, such as Irishman Atlas, who guides you around at first. Although nominally a first-person shooter, ammo is at a premium, but luckily you can inject yourself with plasmids and gain abilities such as telekinesis, and firing electricity bolts or fireballs. These let you defeat seemingly impregnable enemies by, say, setting pools of oil on fire.

**With incredible graphics, a great story and really fresh, innovative game play, this is one of the best games you’ll find this year. But beware: truly scary at times.**

**Steve Boxer**

## Blue Dragon

Xbox 360. Available now, £44.99

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Just as boy bands follow a formula, so do Japanese role-playing games. (RPGs). Instead of singer, eye candy, bit of rough and secretly gay, you've got brash, spunky, brainy and cool-and-mysterious. All are present and correct in Blue Dragon, as are the other RPG essentials: turn-based combat, an intricate levelling and combat system, and a group of plucky children out to save the world. But then that familiarity is hardly surprising. In order to crack the Japanese market (which has ignored the Xbox and Xbox 360), Microsoft has recruited some of the biggest names from mega-hit franchises such as Final Fantasy to create an epic of its own.



**The result is a massive, gorgeous game that caters shamelessly to the old-school RPG crowd – including some of the genre's traditional *drawbacks*, most notably clichéd dialogue and a cuddly mascot player-character unpleasantly reminiscent of Jar Jar Binks.**

***Robert Colville***