



Dora the Explorer: Dora Saves the Snow Princess

Looking for a well-designed first game experience for a preschooler? This is an excellent choice.

In *Dora the Explorer: Dora Saves the Snow Princess*, players join Dora, Boots and Pirate Piggy as they help the Snow Fairy save the Snow Princess and the Magical Snowy Forest while defeating the Mean Witch. The game features 12 minigames that can be unlocked; all are easy to play and master. In the console edition, adults can pick up the second controller to help, or just play along, creating an excellent social opportunity. In the Wii version, players hold the Wii Remote like a pair of handlebars, leaning left or right to move through the side-scrolling levels. Along the way, they climb, dig, build snowmen, paddle a canoe, steer a dogsled and ride a Pegasus using various motions. You can also ice skate, snowboard and ski while trying to find the magic crystal. In the DS version, you can shout into the microphone to make the sea snake go away, blow into it to help the Snow Fairy fly across the moat, tap with the stylus to steer Paj's dogsled, and use the stylus to drag ice blocks to light up the ice cave.

Both the Wii version and the PS2 version are well-designed, although the game play is very different. Testers found the DS version to be more limited in content, resulting in a slightly lower rating (4.5 stars), compared to the Wii and PS2 versions (4.6 stars). Prices are \$40 for the Wii version, \$30 for the Nintendo DS, and \$20 for the PS2.

Details: 2K Play, www.take2games.com. Price: \$40. Ages: 3-6. Platform: Wii*, PlayStation 2*, Nintendo DS. Teaches/Purpose: language (English/Spanish), fine motor skills, logic, classification. Rating (1 to 5 stars): 4.6 stars. Entry date: 9/8/2008. [WB]

Guinness World Records: The Video Game

How fast can you shear a sheep? How's your tight rope walking skills? This collection of 36 minigames for one to four players is great for teaming kids against their parents, as they try to see if they can earn a spot in a fictional version of *The Guinness Book Of World Records*.

In the Wii version, you use the Wii controller in creative ways. When walking on the tight rope, for example, you balance the controller to simulate a pole. Other games have you crushing watermelons with your head by driving the Wii Remote sharply toward the ground, or trying to eat 10 giant cockroaches as fast as possible by grabbing one (with a click) and flicking it into your mouth (with a flip of the controller). To chew, you need to wave both the remote and the Nunchuk quickly. You get the idea -- this is not a quiet, passive game. Many of the games are turn-based, so the other players have to wait for someone to finish before they can play. The one with the highest score gets to save their record locally, or upload to see it compared on a national level. Hundreds of facts from the real *Guinness World Records* book are sprinkled throughout the game. Weaknesses include a control mechanism that is tricky to figure out at first. For example, to sign in, you need to find and press the tiny + button, and to escape from a game, you need to press the "B" button. We'd prefer a constant onscreen escape icon.

If you're looking for a great party game, this is a good choice, as long as you don't mind waiting your turn. Best scores can be saved locally, or online. Made by *Traveler's Tales* (TT Games) for Warner Brothers. Ratings apply to the Wii version only.

Details: Warner Brothers Interactive Entertainment, Inc., www.warnerbros.com. Price: \$40 (Wii), \$30 (DS). Ages: 5-up. Platform: Wii, Nintendo DS. Teaches/Purpose: problem solving; logic. Rating (1 to 5 stars): 4.3 stars. Entry date: 11/25/2008. [WB]

Ease of Use	9	92%
Educational	9	
Entertaining	10	
Design Features	9	
Good Value	9	



ESRB Rating: Everyone



Ease of Use	7	86%
Educational	8	
Entertaining	10	
Design Features	9	
Good Value	9	

ESRB Rating: Everyone 10+, Comic Mischief

