

Create Anything...Solve Everything!

Words Come Alive In Innovative New Game

(NAPSA)—What do you get when you conjure up a giant, floating, magnetic octopus and a fast, angry zombie car? A follow-up to a groundbreaking video game from Warner Bros. Interactive Entertainment that lets puzzle aficionados find the “write” way to solve problems with creative solutions.

In *Super Scribblenauts*, an innovative new title for Nintendo DS/DSi, players help Maxwell, the in-game hero, acquire a “Starite” by solving puzzles in inventive ways. By modifying objects with an arsenal of adjectives, *Super Scribblenauts* provides kids ages 10 and up the opportunity to have fun while enhancing their vocabulary and creative expression.

Players can create any object that comes to mind and modify it in any way they desire. In one challenge, players embark on a science experiment to transform an innocent bystander into a beast. This could mean conjuring up “green,” “scaly,” “flying,” “fire-breathing” potions to alter appearance, behavior, even mood. With a library of more than 800 customizable objects and thousands of adjectives, players can produce incredibly creative objects, allowing imaginations to run wild for a truly unique and individualistic experience.

The sequel to last year’s best-selling game also improves on the original *Scribblenauts* with 120 brand-new, in-depth levels to chal-



A new version of a popular video game lets puzzle aficionados of all ages find the “write” way to solve problems.

lenge curious minds. When stumped, players can use hints to help them along the way.

Taking their creativity even further, players can design both puzzle and action levels to build their very own custom playground. Enhanced control schemes allow players to interact with their environments on a more realistic level. *Super Scribblenauts* players can also create their own levels in the game’s level editor, where they can add all kinds of objectives to levels with ease and share it with friends via Wi-Fi.

The critically acclaimed follow-up to last year’s top-selling game, *Super Scribblenauts* will charm, delight and entertain players of all ages 10 and up. Expand your vocabulary at www.scribblenauts.com.