



## **KICK START YOUR BRAIN WITH FUN AND TAXING TASKS YOU CAN PLAY WITH ALL YOUR FRIENDS**

### **-Big Brain Academy launches on Nintendo DS-**

Xx March 2006 – Dazzle your friends with your mental prowess by using a series of fun and wacky logic type games, which aim to test your brain and your reaction speed. In addition to the hugely addictive games that you can play on your own, Big Brain Academy is the perfect way for you to challenge yourself against your friends - and have a great time doing so! Making full use of the DS's touch screen, speed is key as each challenge requires you to answer questions in a particular category in just 60 seconds. Big Brain Academy launches across Europe, exclusively for the Nintendo DS, on 30th June 2006.

The game tests a player's rational thinking and mental reaction speed with a series of wacky 60 second tests. The game's tasks are grouped into five categories: **Think**, **memorize**, **analyze**, **compute** and **identify**. Each of the categories are then split into a further three sub-categories, providing a total of 15 types of additively fun exercises to twist, turn and trouble your brain.

Big Brain Academy is fun to play alone, but it really comes into its own in multiplayer mode where you can dazzle your friends with your mental agility! All of the titles 15 tests can be attempted in the program's wireless **Versus** mode, with up to seven friends. In versus mode players battle against each other to be the first to reach a pre-determined number of points – called a brain weight. Players earn points for each question correctly answered, according to the speed it was answered in. However, incorrectly answering questions removes points so rushing too much will result in unnecessary set-backs. Once a player reaches a target number of points the game ends and the lowest ranking player gets to select the next challenge. What's better still is that players only need one

game cartridge to experience Big Brain Academy with all of their friends thanks to DS Download play! The true beauty of Big Brain Academy is that multiplayer is so much fun that you won't even notice that you are exercising your brain!

All the activities in Big Brain Academy require the user to answer as many questions as possible within the 60 second time limit. In the game's main **Tests** mode, each program begins with a simple visual explanation. The game's main modes each focus on a different type of test, developed to provide a fun challenge for different parts of the user's brain.

- **Think** makes players logically work out a simple puzzle
- **Memorize** makes players memorise both visual and musical sequences
- **Analyze** makes players look carefully at what they are shown
- **Compute** sets the player mathematical problems to solve
- **Identify** requires the user to spot and pair up identical objects against the clock

Players can create their own individual profile in Big Brain Academy allowing them to keep track of their progress in all of the different types of tests. This information is displayed in the form of a pentagonal graph monitoring their performance in each of the game's five areas. These charts show the areas of the brain that the user has developed and those which remain weak.

Following on from Dr Kawashima's Brain Training: How Old Is Your Brain? *Big Brain Academy* has already become a massive hit in Japan, selling over 1 million copies to date and launches across Europe on the Nintendo DS from 30th June 2006 at the estimated retail price of around €30.

Click onto [www.nintendo-europe-media.com](http://www.nintendo-europe-media.com) for all of the most up to date official information on Nintendo.

**For further information...**

## **Notes to editors:**

### **About Nintendo**

Nintendo Co., Ltd. of Kyoto, Japan, is the acknowledged worldwide leader in the creation of interactive entertainment. To date, Nintendo has sold more than 2 billion video games worldwide and more than 350 million hardware units globally, creating such industry icons as Mario® and Donkey Kong and launched franchises like The Legend of Zelda® and Pokémon. Nintendo manufactures and markets hardware and software for its popular home video game systems, including the Nintendo 64, NINTENDO GAMECUBE, Game Boy Advance, Nintendo DS, and Game Boy – the world’s best-selling video game system which has sold over 180 million units. As a wholly owned subsidiary, Nintendo of Europe, based in Grossostheim, Germany, was established in 1990 and serves as headquarters for Nintendo’s operations in Europe.