

FACT SHEET

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Magnetica[™]

Format:	Nintendo DS [™]
Launch Date:	June 5, 2006
ESRB:	E (Everyone)
Game Type:	Action Puzzle
Accessories:	DS Rumble Pak
Players:	1-2
Developer:	Mitchell Corporation

KEY INFORMATION

The arcade hit *Puzz Loop* comes to the Nintendo DS.

- Players connect marbles of the same color to eliminate them before they reach the end of the line. While game-play simplicity is the key to *Magnetica* – all actions are controlled with a flick of the stylus – skilled players will be able to form massive chains and use special items to rack up points.
- Three different single-player modes will keep players' styluses busy. Challenge mode features 99 levels on four difficulty settings, while Quest mode offers many different missions. Or forgo the timer and take on Puzzle mode, where players must eliminate all marbles on the screen with a limited supply of their own. Obstacles like wind, water, switches and multiple launchers add to the frantic fun.
- Players prove their skills in Versus mode, where two people compete over a local wireless connection using either one or two game cards to see who is the *Magnetica* master. (Game options are the same using one or two game cards.)

How to progress through the game: In *Magnetica*, marbles roll down a twisted spiral path toward the goal and players must stop them. When new marbles appear in the launcher, grab them with the stylus and fire them into the oncoming ones. If players match three or more of the same color, they will disappear. And since like colors attract one another, players can eliminate one color and cause others to crash into each other, forming massive chains of marble elimination.

Special powers/weapons/moves/features: In single-player modes, players can find items that will increase their score, slow or stop time, or reverse the course of the marbles. In Versus mode, players get access to an arsenal of weaponry with which to annoy their opponent: Ion Clouds (which create smoke screens), Recoils (which block marbles),

Black Holes (which suck up launched marbles) and Gravitons (which alter the path of launched marbles).

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