



AVAILABLE: Now

CONSOLE: Wii

CERTIFICATE: 12

RETAIL PRICE: £39.99

PUBLISHER: Capcom

DEVELOPER: Ready At Dawn



Okami

Hailed as one of the most perfect games ever to grace the PS2, *Okami* has been some time coming to the Wii. Ported by Ready at Dawn, it's the game we know and love, but given a few tweeks, most notably in the use of the Wii remote and nunchuck to draw using the Celestial Brush. But first, a quick recap on the plot. You play as the sun goddess Amaterasu who has taken the form of a white wolf to save the land of Nippon from the fierce monster Orochi.

Okami looks gorgeous. Okay, so the paper effect that appears when you use the Celestial Brush didn't make it into the Wii version – but the rest of the game manages to look stunning. Controlling Amaterasu and the Celestial Brush is not as intuitive as

it was in the PS2 version, but once you get round using the Wii remote and nunchuk, the game starts to flow again. Slashing with the remote lets you cut trees and enemies in two or create flowers where cursed skulls once polluted the land, and you can even skip through the cutscenes with it (although we recommend you don't).

Okami is a perfect as it ever was on PS2, but the new control method does take time to get used to. For some, this could blight the game and for others, elevate it to new heights of perfection. Whichever camp you fall into, there's no denying *Okami* is the one title every Wii owner should add to their collection.

LESLEY SMITH

Beautiful, enchanting and Japanese, this is the one game every Wii owner must purchase.

RATING ★★★★★