

## GAME REVIEW

by Costantino Oliva

# Attack of The Friday Monsters: A Tokyo Tale

**NOT A 50 HOUR** long blockbuster, not a 30 second casual game: *Attack of The Friday Monsters* is an experiment with a new, middle sized format. The game presents a day in the life of an 8 year old kid. The oneiric, nostalgic storyline is a masterfully paced intense adventure that feels just right.

Downloadable from the Nintendo 3DS eShop, the game is set in a '70s Japanese town, where our hero Sohta and



Production: LEVEL-5

Platform: NINTENDO 3DS

Game rating: E E E E E

his family just moved in. Told from the kid's perspective, the events are open to interpretation: apparently, Godzilla-like monsters attack every Friday. On the same day, a TV show also packed with monsters is produced and aired in town. What is the secret behind these attacks? And is there a connection between fact and fiction?

Don't expect to engage in massive monster fights in *Attack of The Friday*

*Monsters*. The game focuses on talking with villagers, meeting new friends, and strolling in a beautiful countryside town. It really makes you feel like a kid again encouraging a relaxed kind of roleplay.

At €7.99, *Attack of The Friday Monsters* proves that digital downloads can be a great way to introduce audiences to new formats and concepts. It introduces a poetical take on games. ●

## FACT or FICTION?

Send your questions to [think@um.edu.mt](mailto:think@um.edu.mt) and we'll find out if it's the truth or just a fib!

### Will robots take over the world?

«» Unlikely, for the next 100 years. Academics and sci-fi writers take three rough approaches. We will become one with the bots by integrating computers into our body achieving the next stage of evolution. Or, robots will become so powerful so quickly that we'll become their slaves, helpless to stop them — think the Matrix. Or, robots have certain technological hurdles that will take ages to overcome.

Let's analyse those hurdles. Computing power: no problem. Manufacturing expense: no problem. Artificial intelligence: could take decades, but we are already mapping and replicating the human brain through computers. Energy: very difficult to power such energy-hungry devices in a

mobile way; battery or portable energy generation has a long way to go. The desire to enslave humanity: would require Asimov's trick or a mad computer scientist to programme it into the bot's code. Conclusion: unlikely, sleep easy tonight.



### Is Time Travel possible?

«» Theory says yes; practicality says no. Thanks to Einstein time travel is possible. The easiest way is travelling very close to the speed of light. Achieve 99.5% close to light speed means that in 5 years you travel 50 years. Good-bye friends and family you left behind. The harder way is creating a wormhole, a device that can bend space and time, looping it on itself to go into the future or past. The energy required would rival the energy of the stars. Sorry Sci-Fi fans.