

9 July 2008

By: Calin Ciabai, Games Editor



It's never enough!

[Cradle of Rome Goes Nintendo DS](#)

Casual city-building puzzler becomes multi-platform

Cradle of Rome is one of the best selling PC casual titles of 2007 and it only seems natural to learn that a [Nintendo DS](#) version will be released by Rising Star Games. Developed by German company carasus.media, the game is expected to be launched in October this year and promises to be at least as addictive as its PC relative. Cradle of Rome is a classic match-3 puzzler which comes with a twist - something rarely seen in casual titles - resource management. It is not as complicated as it might sound, since this resource management thing means that instead of hurrying to finish the board as quickly as possible, you will now rush to gain a certain amount of resources - which, in the end, is done the same way. But at least we get some sort of a change. "We are absolutely delighted to have signed a deal with Rising Star Games to bring Cradle of Rome to the rest of Europe," enthused Stefan Juelke, managing director of cerasus.media. "The new features added to an already well-loved puzzle mechanic makes this even more fun and addictive to play. Cradle of Rome was a phenomenal success on the PC last year and converting it for Nintendo DS opens up new opportunities for everyone to experience its unique gameplay." Your goal in the game is to build Rome, piece by piece - you'll start with a little saw mill and progress all the way to building historical monuments such as the Temples of Venus and Saturn and, in the end, the huge Coliseum. In order to make sure you will not get bored that quickly, you'll receive a vast array of tools which not only offer you alternatives to clearing the boards faster, but also increase the opportunities to gather more resources and gold. But you already knew that, since it's one of the best sold [casual](#) PC games of 2007.