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By: Filip Truta, Games Editor



Hope a Wii installment looks better than previous versions though

## [G1 Jockey Galloping onto The Wii](#)

*Use the Wiimote as a whip and the nunchuck as a steering tool*

I've heard of some pretty funny ways of using the [Wiimote](#), but this one beats them all. KOEI, a company constantly seeking to achieve a fine balance between entertainment, technology, art and education, providing games that mesmerize gamers globally, announced yesterday their latest installment in the hugely successful G1 Jockey series, for [Nintendo's Wii](#) this time. The use of the Wiimote will enable players to recreate the entire horse racing experience much more realistically and intuitively than ever before, with the Wii remote used as the whip and the nunchuck used to steer and drive the horse. Tell me something that can beat this. Naoki Katashima, Senior Vice President KOEI Europe explains why the company saw great potential in a Wii porting of the G1 Jockey series: "Throughout the history of this series we have tried to make G1 Jockey feel as close to the real thing as possible. Thanks to the Wii controllers we now have the opportunity to bring the effort and skill of this incredible sport to gamers like never before." Quite frankly, if we're to consider a Wii installment of any game on the planet, I don't see how any of them would miss. This game will give players the opportunity to breed their own horses and develop them into a stable of true thoroughbred winners, thus making the most of their initial opportunities and building up fame within the racing world. Will Curley, KOEI Sales Manager, considers this to be the best title of the genre ever developed: "We're hoping that this game will make all horse racing games before it, look like a right load of old pony and have gamers trotting down to their local store to back a genuine winner and be first past the post with the greatest horse racing game ever." G1 Jockey Wii is set for a release in the [UK](#) and Europe on June 29, but I haven't seen any price details. "... gamers trotting down to their local store..." paying for how much exactly Mr. Curley? I wonder what other kinds of games could use a whip...?