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By: Calin Ciabai, Games Editor



Two animals you'll have to fight against

[Get Ready to Fight Against Wild Animals](#)

Nintendo DS is the only place where you'll smack a tiger and survive

I doubt that fighting against all sorts of animals is your idea of having a great time, but as long as it is virtual and you don't have to kick a bull for real, you can live with that. Gammick Entertainment is bringing us Animal Boxing, a brand new DS title which will be released during the fourth fiscal quarter of 2008 and which will allow us to fight against 50 wild beasts that have watched too much Karate Kid. The developers promise to bring us a game like we've never seen before on a handheld and not even on a console (we tend to believe that) which will get us hooked instantly and keep us there for endless hours of animal bashing. It won't be an easy job, though: in order to fight, you'll have to choose on the touch screen, using the stylus, a part of your opponent's body - torso or face - that you'll hit, and then pray for it not to move or block your punch. I know it doesn't sound like the most exciting thing on Earth, but the developers guarantee it actually is. Now, you're probably really curious to find out which humongous beasts you'll have to fight against on your [DS](#): there will be no less than 50 of them, but some of these animals will probably make you laugh (such as the icy penguin or the agile cat). Still, if you want to be the best, you have to do what the game developers want you to - and they promise that all these innocent looking beasts will actually be real challenges for you! Gammick Entertainment will release Animal Boxing worldwide exclusively on [Nintendo](#)'s handheld, so you should get your DS ready - you never know when an animal loving association comes round the corner, buys all the copies and locks them far away from gamers, just to be sure nobody will ever punch the cutesy little hippos.