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The animation is really improved, as you can see

[Lost in Blue: Shipwrecked! Announced for Wii](#)

Test your survival skills with more than 40 minigames!

Konami's popular franchise will be hitting the game consoles for the first time in history - the Nintendo Wii, to be more specific -, promising to bring the amazing survival adventure gameplay to the family-friendly console. Previously available only on the Nintendo DS, *Lost in Blue: Shipwrecked!* promises to take full advantage of the more powerful hardware of the **Wii** and its original control methods in order to offer fans all over the world the utmost LiB experience. But all of this will only happen this fall, when the game is scheduled for launch. In *Lost in Blue: Shipwrecked!*, players will find themselves on a mysterious island filled with ancient ruins, forests and even an active volcano. However, you are not alone on the island - with the help of your trustworthy pets and nice friends, you'll have to explore the entire island and try to find the way home or, if you prefer it that way - start a brand new life on the island and stay there forever. In order to help you decide, Konami will offer you great 3D graphics, a brand new weather system and lots of items to use. "Building upon the success of the previous *Lost in Blue* DS titles, we wanted to give fans an extended experience in the first console version of the series," said Anthony Crouts, Vice President of Marketing for Konami Digital Entertainment. "Bringing the series to Wii will ensure fans receive the most exciting, immersive survival adventure game to date." This means that you'll have more than 40 mini-games to practice your survival skills while using the Wiimote and Nunchuk - you'll have to start fires, go fishing and so on. The Wii version will also include a few brand new co-op games, but Konami didn't offer any details regarding them. *Lost in Blue: Shipwrecked!* will be released this fall and, while we're waiting for it, we can always grab the DS version and start playing.