

By: ~~March 2008~~ Andre Nitrescu, Games Editor

[Make Your Nintendo DS Explode with Fireworks](#)

And destroy some enemies in the process

We all love July 4, June 14, other national holidays or New Year's Eve. One of the reasons for this shared love are the fireworks displays that light up the night sky on these days. Even if old by the standards of the entertainment industry and somewhat low-tech in its approach (mix chemicals, add gunpowder, watch explosion) the fireworks industry still manages to make billions around the world. It was just a matter of time until the most innovative entertainment industry thought of taking the fireworks experience and bring it back transformed in the shape of a videogame. SouthPeak Games is the name of the developer that has recently announced its creating game called Big Bang Mini for the [Nintendo DS](#). The game centers around launching fireworks to destroy approaching enemies set on the background of a starlit sky. So, we're thinking the game is a cross between the Space Invaders classic and Fireworks Designer 1.0. The player will use his stylus to create the fireworks, aiming them directly at the waves of approaching enemies. The explosion of the fireworks will destroy some of the enemies, but will also present a new challenge, that of avoiding the falling sparks from the enemies. When the screen is cleared of enemies, the game offers one final challenge. The player can create a "Final Bouquet," a masterpiece of fireworks display that will seal the gamer's place in the fireworks designer's pantheon. Melanie Mroz, CEO of SouthPeak Interactive, stated: "We usually only get to see fireworks displays happening high above us, but with Big Bang Mini you get to make them yourself.[...] You'll also be creating them with each stroke of the stylus and watching your dazzling display unfold across the screen. It's an amazing experience that is sure to give an adrenaline rush every time players set off a huge display." Big Bang Mini will feature over 90 levels of fireworks creating fun and will ship for the [Nintendo DS](#) sometime in Autumn 2008.