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## [Soul Bubbles Coming Your DS Way](#)

### *Game lineup is growing*

After the January [NPD sales figures](#), which put the Nintendo DS firmly in the top spot as far as hardware sales go, it seems that more and more publishers are preparing DS titles for launch. After last week's Dragon Hunters, a new game was announced today. [Eidos](#) wants to revolutionize the way you play on the DS with its upcoming Soul Bubbles title. The player will take on the role of a young shaman apprentice, not named at the moment, who must save "lost souls" by guiding them towards salvation. As mystical and supernatural as it may sound, the game is actually very grounded. To guard the souls he was entrusted with, the shaman must create bubbles that can protect them and then use the bubbles to overcome obstacles. The bubbles are created by drawing them on the screen. Then, they can be filled with various substances, they can be deflated and joined to help the souls escape traps, avoid fire and get away from dangers. The game appears deceptively simple at first, but the gameplay is deep and offers a variety of ways to accomplish your objectives. The game will have 8 worlds to explore and a total of 40 levels. Even if the game is aimed at casual gamers, it will try and create a world where the laws of physics are perfectly simulated, in a way that will push the DS capabilities to the max. Eidos brand manager Ray Livingston has big words regarding the title: "This will be THE new phenomenon on the Nintendo DS. Every single person who has picked up this game has fallen in love with it instantly. We can't wait to introduce the world to Soul Bubbles." The press release does not mention a date for the launch of the game, but we'll snoop around and if Eidos announces a date, we'll bring that information to you.