

By: [Callr2008](#), Games Editor

## [Target: Terror Released in North America](#)

### *Arcade game brought to Wiis gets Zapper support*

All the North American [Wii](#) fans have another reason to be happy since Konami's Target: Terror has been released and it is now available for purchase in game shops across the country. The game will bring the classic arcade shooter action, taking full advantage of the next-gen technology, utilizing the Wii Zapper. Just like the classic arcade game, Target: Terror puts the player in place of an elite counter-terrorist agent who is charged with protecting the United States from all the terrorist activities. And you will do so by shooting countless enemies using the Wii Zapper and utilizing assortment of high-tech destructive weapons. "Konami is excited to bring Target: Terror to the Wii," said Anthony Crouts, Vice President of Marketing for Konami Digital Entertainment, Inc. "Fans of the original arcade classic can experience this thrilling light-gun shooter on a next-generation console while maximizing the gameplay experience with the Wii Remote." Unlike its predecessor, Target: Terror for Wii will also feature some unlockable mini games (but no details about what we should expect were given) as well as a new mode, called "Justice Mode" which allows one player to use two weapons and turn itself into a little Antonio Banderas starring in Desperado - or something like that. Of course, the most important thing about the game is the fact that it fully uses Nintendo Wii's innovative control method, with the Wii Zapper replicating both the arcade light-gun as well as the elite, tactical weapons used by counter-terrorist agents. Or at least the toy version of the latter. The game is rated M, so it's one of the few [Wii](#) games that's not suitable for kids and it has a recommended retail price of \$39.99. So, go grab your Wii Zapper, lock yourself in the basement with the Wii console and get ready to kick some terrorists' a\*.