

REVIEW

# ENDLESS OCEAN

I was skeptical when I sat down to play Nintendo's new diving-oriented video game "Endless Ocean." Reviews I read beforehand—while positive—used phrases like "diving simulator" and "non-game" due to a lack of high-intensity action. But after a quick tutorial on using the Nintendo Wii's remote control to move around, I started to gain an appreciation for the thing. As in real life, navigation and buoyancy control took time and practice to master. I had a boat, some scuba gear and an empty map, and my topside boat buddy—an emo-looking cutie snugged into a life vest—set me free to explore new dive sites and fill in her fish encyclopedia by interacting with marine life. Eco-purists beware: Marine life interaction requires petting, poking and feeding the fish. My heartiest chuckle came when a virtual tourist asked that I guide him as his personal divemaster. As a dive guide in real life, I naturally took him up on the offer and found that Nintendo made this part especially realistic. My charge insisted that I show him a humphead wrasse, and he wouldn't shut up about that damn fish throughout the dive. I showed him hammerhead sharks, stingrays and any number of beautiful tropicals on top of dramatic underwater rock and coral formations. "What about the humphead wrasse," he

scuba tourist form—he got lost, requiring me to do search patterns across the cyber reef. At least he tipped.

—TRAVIS MARSHALL

