

Review: Yoshi's New Island, for Nintendo 3DS

By: WolfUrameshi (GameFAQs and Weasyl)

When you look at it at first glance, it looks like the failed dreams of Yoshi's Island DS: a worthy successor. No bad music. Promises fulfilled. Does Yoshi's New Island really fulfill these promises?

...well, kind of. At least that is what I choose to believe.

Let's start with the virtues of this game. For starters, this really does feel like Yoshi's Island, for Super Nintendo or Game Boy Advance. The gameplay is solid, and hits all the right notes (no pun intended.) You feel like you're playing Super Nintendo with voices when you play this game. And the new additions are very much nice addons to an otherwise interesting experience. The pastel and chalk-like graphics look beautiful on the 3DS screen, if only a bit 3D, if you know what I mean. The backgrounds look very detailed and crisp, and are very reminiscent of a bedtime storybook's illustrations- though they are not even remotely similar, I felt a nod to Richard Scarry books, and my mind returned to my childhood as my mother read me bedtime stories. The story is generic and therefore on par for the course for a Mario game, especially one such as Yoshi's Island. However, I found the plot to have started in a bit of a disturbing tone- I won't spoil anything, but you may be slightly bothered by a dark twist with the usual delivery of the Mario Bros. babies. Children might take issue with this, so I advise parental discretion. To conclude, from what I've been able to see, use of the 3DS's gyroscope is appropriate, though a bit gimmicky at times.

My only issue so far with the game is the music. Though I liked several tracks in the game, as they are arranged very nicely and do lend more to the bedtime story atmosphere, I am conflicted with the experience. This is not Kazumi Totaka's worst work by any means, but it's certainly a disappointment- it will never hold a candle to the magnificent score of Yoshi's Island on Super Nintendo. At the very least, it's better than the music in Yoshi's Island DS, and that's enough for me. Totaka's overreliance on using baby instruments such as baby pianos and honky-tonks, for lack of a better term, is a mood killer. Several instruments seem to remind me of those despicable vuvuzelas. This is most evident during the prologue. Yeah, THOSE vuvuzelas. The memetic vuvuzelas that refused to leave us alone during a certain soccer game period. But I digress.

To conclude, as I believe that I have said everything about this game that I had to say, I will admit that this game is growing on me. Is it easy? Yes. Is the music wildly different? Yes. Too adorable? Absolutely. But this is a good game. Don't judge it on appearance and music alone. Give it a chance. This review was very critical of the game (something I'm not a fan of when writing reviews, either for myself, for the Internet or for a select few friends or something), but it's for a reason.

I know Nintendo can do better. I know Totaka can do better. Why did they not give it their all with this game?

Final score: 8/10.

I'm being lenient, by the way.