Tetris

DK 1

Yoshi world

Snake (a lot of different)

Animal crossing

Nintendogs

FF7

Crisis core

Dirge of Cerberus

Okami, okamiden

FF15

The last guardian

AC 1, 2, revelation, brotherhood, 4, chronicle china

James bond

Wii party, sports, resort

Tomb raider, underworld

Ace attorney 1,2,3,4,5 et 6 + les 3 spin off

Devil’s attorney

Candy crush

Jet pack joyride

Temple run

Final fantasy record keeper

Deemo

Pokemon (the central series not mystery dungeon and others)

Plants vs zombie

Journey

Flower

Abyss

Asterix & obelix

Zelda (a lot but not all)

Quick game description:

Crisis core

The game reveals the what happens before FF7. Action RPG by square enix. You must find an ex-soldier and finish the war in the Utai.

the game used the mechanic “OCR” battle to give some bonus depends on the moods of Zack (aleatory: our moods change like a “bandit-manchot” and when the same character is on the same line, you have a bonus and the OCR will restart).

Journey

A contemplative game in a science fiction universe. Your objective is to go on the top of a mountain. It’s always implicit. The graphics and the soundtrack is central here and the game has no “voices”.

Flower

A contemplative game by the same studio of Journey

Ace attorney 3

Ace attorney is a visual novel by Capcom which may bring you to tears.

You play as an attorney and prove your client’s innocence. In this game you will know the first case of your mentor and solve it. The story is the most important part in Ace Attorney series.

You will have 2 phases, the investigation phase (player collect evidence, find inconsistency testimonies) and the trial. You find some clues to save your client.

You have different choices to try to contradict the prosecutor’s witness(es): you can “attack” a sentence which seems wrong to add new information, or raise an objection.

One of your feature is that you can know when somebody lie by a spiritual object (a magatama), you choose sentences and proves to reveals the truth he wants to hide to you. This mechanic is implement with subtlety and the spiritual power isn’t offset in the universe (it’s base in your century and world, with fictional country).

The family of your mentor is an important part in all the series and in this opus because they have spiritual power (a member of this family gives you the magatama). We feel sorry and we are attached to them all along the time of the series.

The player will be surprise by all the plot twist in a trial. . Also, the soundtrack is beautiful and amazing. The humour (character reactions, name and design are exaggerated) brings a lot of fun and the player forgive the linearity.

In conclusion, this game is one of my favourite and my favourite for visual novel. Of all the series, this one gives me a lot of emotion until the final (but for a global comprehension of all the story, it’s better to play in the order of all the ace attorney). The characters are unforgettable (good and vilains). The difficulty is good. The bad point is that if you are blocked in a trial, you just have to use all your clues one by one on one sentence and repeat this with another until you find the right one. Multiple endings will be a good feature. Players may be tired or boring by all the text presents in the game but it’s a necessary to understand the whole story. The series is fun to play and great to follow.

INTERNET

*Players star as a defense attorney, who must prove his seemingly guilty client’s innocence no matter how dire the circumstances may seem. The game presents twisting storylines and intriguing gameplay in a comical anime style. Players must collect evidence, weed through inconsistent testimonies, and overcome corrupt agendas to ensure that justice prevails. [Capcom]*

*Character reactions are exaggerated, heck, they’re waaaaay over-exaggerated, the main setting is a courtroom and it is - \*gasp\* - adventure. In fact, to label Phoenix Wright: Ace Attorney as ‘kooky’ would be an understatement, but somehow it works.*

[*VideoGamer*](http://www.pro-g.co.uk/ds/phoenix_wright_ace_attorney/review.html)

*90*

*When a game has this much attention to detail, when the script fizzes along with such humour and throws in plot twist after plot twist during the courtroom battles, it's easy to forgive the linearity.*

[*vahn*](http://www.metacritic.com/user/vahn)

*Dec 30, 2012*

*10*

*The series of Phoenix Wright, even if with few additions and almost no upgrades, always shows new cases and new ways to think out of the box for resolving the cases (not a lot, but still helps). Of course, the series ia also fun to play and great to follow, with a roster of unforgettable characters...and villains too. The game plays as a mix of an adventure game and...sort of quiz game...I think. I have no proper words but the point is that both parts mix very well and they are both fun to play, especially since the story (or stories) behind the game are well thought and will make you think of how to solve the cases. Honestly, my big complains is that out of 5 missions, 2 are rather short and very simple, almost kid-friendly (the first case is literally a tutorial case, while the second is almost impossible to lose). From case 3, the game ramps up in difficulty and become a lot more enjoyable, and the last 2 cases are probably THE single best cases of the entire series (Trial and Tribulation cases are close...but only these are remarkable at their best). Graphics are simple and clean (and oldish, since I heard it was from a Gameboy Advance game), but funcional, and...I really have nothing else to mention, because the flaws are almost non-existants. Maybe the game should have had more endings, and maybe the game should have been more open (you won't go forward until you trigger the right event, which is either the discover of an item, talking to a person, or showing items to a person). Except these, I have almost no complains at all, since it's also very long to play (I think it's gonna last you at least 10 hours, but there's no counter). One of the strongest adventure game on the DS, and possibly one of the best games of the console: must at least try once but if you love adventure game, it' s an instant purchase.*

[*GameSpot*](http://www.gamespot.com/ds/adventure/phoenixwright/review.html?sid=6135422)

*88*

*Though the game is heavily text-driven and there's little replayability, it's a bright, rich, and lengthy adventure that could hardly have been improved upon otherwise.*

*The story is the the most important part of any Ace Attorney title, and the story in this game is fantastic. All the main characters are interesting. Especially Miles Edgeworth. All the witnesses are fun and quirky in there own unique ways. And the names for the characters are are really amusing, some examples being "Frank Sahwit" the witness in case one. and "Winston Payne" the prosecutor in case one.   
  
The graphics are nothing technically impressive, most likely due to the fact this game is a port of a Japanese GBA title called "Gyakuten Saiban". But the sprites and actions for some of the witnesses are quirky and amusing.   
  
The soundtrack is fantastic. Almost every track in this game is memorable and really nice to listen to. The sound effect consist of beeps for the most part and are nothing noteworthy. And the voice clips for the defense and prosecution do there jobs well enough.   
  
Overall it is a fantastic game. And considering the original trilogy is on most platforms nowadays, (DS, Wii-ware, IOS, and soon coming to the 3DS) there is not much of a reason to pass the games up. As it has amazing writing and characters, and amazing music.*