

Game Time

All About Ewe: New Video Game Is Sheep-Shape

(NAPSA)—A popular animated character has jumped the fence, grazing his way from the TV screen to the handheld video game for a series of woolly adventures.

Since July 2007, American audiences have been tickled by the barnyard shenanigans of Shaun the Sheep, another lovable creation from Aardman Studios (“Wallace & Gromit,” “Chicken Run,” etc.). Already a ratings hit on Disney Channel, Shaun and his ovine friends are now finding green pastures on the dual-screen Nintendo DS system.

Two Screens Of Sheep

In the “Shaun the Sheep” game (D3Publisher), the sheep have escaped and Shaun must find the rest of the flock before the Farmer comes home. The game features fan-favorite items and locations from the much-loved stop-motion animated series, as well as original content.

Many Ways To Play

Players experience three different game play modes and maneuver around obstacles, access hidden areas, and try their hand at unlockable minigames—including “Bend it Like Shaun!” and “Flock ‘n Roll”—collectable slide puzzles and more.

In addition, five “micro” games offer players more interactivity and depth by showcasing memo-



A beloved animated sheep and his friends have flocked to a popular video game system.

rable moments from the show, such as saving Timmy from the circus high wire or making a ball of wool to distract Pidsley the cat.

Baaack To The Drawing Board

In developing the “Shaun the Sheep” game, D3Publisher worked closely with Aardman Studios to ensure that the game’s art style, sound effects and music are 100 percent authentic to the show. To learn more, visit the Web site at www.d3publisher.com.