

Moshi Monsters: Moshlings Theme Park – review (by nine-year-old)

Will the new Moshi Monsters DS game satisfy our young critic?



Moshi Monsters: Moshlings Theme Park.

My nine-year-old has called me at work. "Mum, it came and it's so cool."

We had been eagerly anticipating the arrival of a review copy of the new Moshi Monsters game for the [Nintendo DS](#). For a nine-year-old well-versed in the world of Moshis – we've got the posters, the stickers, the magazines, the cuddly toy, the lampshade ... sorry, stop me there - this is Christmas come early.

The last game, [Moshi Monsters: Moshlings Zoo](#), spent 23 weeks at No 1 in the UK DS chart, so I'm guessing my daughter is not alone in her excitement. So, how does [Moshi Monsters: Moshlings Theme Park](#) stack up? Allow one overexcited expert to tell you:

"What I really like about it is that it is so different to the last one. It's got different graphics and a really good story. Basically, you're taking all your Moshlings from Moshling Zoo on holiday to a fun park.

"You have to travel through worlds and make the Moshi fun park even bigger and more fun. You play lots of fun [games](#) along the way like [Katsuma's Bounce](#). It's so different and exciting, it's like a world of its own. You don't know what's going to happen next.

"I gave the first game six out of 10 but this one has really improved. I give it 9½ out of 10. Next time they bring one out it's probably going to be a tenner."

Kitty Croft, age nine

Moshi Monsters: Moshlings Theme Park for Nintendo DS and Nintendo 3DS is out now