

## Puppy Simulation Game Hits Store Shelves Next Month

**Dogz, a game for Nintendo's Game Boy Advance, to hit stores.**

October 11, 2005 Dogz, a puppy simulation game for Nintendo's Game Boy Advance, will hit stores in November.

The game lets owners name, train and play with a virtual puppy. Players create and control a main character from one of 49 different dogs and 18 breeds. As characters in the game, owners can take their puppies everywhere from the house to around their virtual neighborhood to visit friends.

Gamers earn the puppy's love and loyalty by remembering to feed it, groom it, and reward it when it does things correctly. Owners can train the puppy to lie down, shake, fetch and perform other tricks.

Dogz is similar to the virtual pet game Nintendogs, which the company launched for its Nintendo DS system in August.

Nintendogs is also a puppy simulator game that lets owners name, train and play with a virtual puppy. The pups respond to their owners' voice through a built-in microphone, and react to praise and positive reinforcement through the system's touch screen. Nintendo sold 250,000 Nintendog games during its first week on the market.