

First peek at Spectrobes' lenticular creature cards for DS touchscreen

Tap the code input code system for extra beasts

The release date for Disney's *Spectrobes* game is getting closer, and we've managed to get our hands on one of the character cards that will extend your playing experience come March.

You'll get four cards free when you buy the game, and other packs will be available for purchase in the shops.

You'll want to get your hands on them – or swap them with your mates – because by placing the card on the DS' touchscreen and then tapping the numbered holes in the correct order, you'll be able to unleash more spectrobes into your game.

There are 500 types to collect in total, although you'll be able to uncover most within the game itself. You can customise them with various in-game items too.



In the example above, our card will provide a Grildragos Drafly, which is the most evolved form of the Grilda spectrobe (each spectrobe passes through three stages).

To input it into your game, you simply have to tap the sequences of holes – from 1 to 7 in this case – using your stylus and the game will recognise the spectrobe you've unlocked and add it to your in-game library.

Spectrobes is released globally on 16th March.

original article: <http://www.pocketgamer.co.uk/r/DS/Spectrobes/news.asp?c=2406>