

## WELCOME TO ADVANCE...

This month we've got something very special for you. Nintendo's latest GBA game, *Wario Ware Inc.*, is one of the most chaotic and crazy titles we've seen released in the West, and it's all the better for it. Take a look over the screens and you may be wondering what on earth it's all about. Well, even after three days of constant playing we still can't answer that!



# ADVANCE

Busy, busy, busy? Looks like you need a five-second microgame!

You've never seen anything like it...

## WARIO WARE, MEGA MICROGAMES\$



**WARIO WARE, INC.** starts off with a cut-scene of our portly chum sitting on his sofa wondering how to make big bucks. Switching on the TV he sees an advert for a GBA and, being the enterprising type, decides to have a crack at the software business himself. Now, of course Wario isn't going to put a whole lot of effort into it so he gathers his friends in the city and they get together to play various mini-games ripped from mobile phones and their Game Boys.

The structure of *Wario Ware, Inc.* is very simple. You are presented with a small cut-scene that shows one of the aforementioned characters indulging themselves in something completely bizarre – like dancing at a disco or releasing miniature monkeys armed with banana skins from the back of their scooters in order to lose the police who are following them because they were speeding – and then dumps you into a game. For four seconds. And then another game. This repeats up to 40 times before you confront a boss. And this is the genius of the game. There are no instruction manuals, no

tutorials, it's just BANG – experiment with the A-button and D-pad, work out what you have to do and then do it. This constant barrage of visual and audio information gives your brain a rush as you try to figure out what to do and complete the games (of which there are over 200) successfully.

This essentially means that there is absolutely no learning curve. Though this is usually a complaint, it suits the style of *Wario Ware* perfectly. Having a learning curve would take away the novelty value of blasting through the games one by one without really knowing what it is you're doing. This doesn't mean that the game doesn't get tougher though, because it does. Each set of games is split up and signified using a character, and at first you'll only have to go through 10 games to get to the boss, (of course, 90 per cent of the time you don't fight the boss directly; rather, you hammer a pin into a floor or take part in a simple shooting game), but later on this number will rise. The games all stay at the same skill level though.

The aesthetics for *Wario Ware, Inc.* are very clever. When you play the games based around the banana-throwing monkey for instance, you see the

**"THE CONSTANT BARRAGE OF VISUAL AND AUDIO INFORMATION GIVES YOUR BRAIN A RUSH"**

### CUBE

#### INFORMATION

PUBLISHER: NINTENDO  
DEVELOPER: NINTENDO  
GENRE: PUZZLE  
PLAYERS: 1-2  
RELEASE: OUT NOW

#### STATS

- OVER 200 MINI-GAMES
- PLAY AS CRAZY CHARACTERS
- UNLOCK EXTRA SIMPLE GAMES
- MINI VERSIONS OF NINTENDO FAVOURITES
- UNIQUE PRESENTATION

CUBE  
STAR  
GAME



↑ We never had Wario down as a jump-rope kinda guy



↑ Good lord, Russell Grant with a moustache!



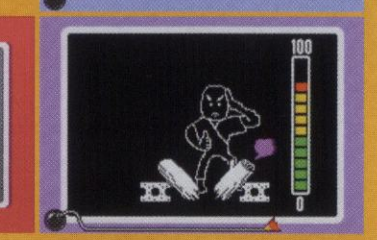
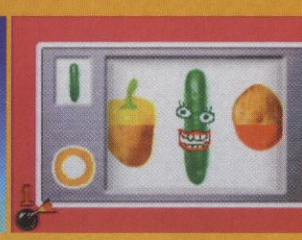
↑ Mowing down children? That can't be right...



## GAMES GALORE

VERY SMALL BUT VERY STYLISH

The actual mini-game graphics are very cool. The art style of each one is totally different, with each one suited to the game perfectly (there is a reason for this – rumour has it that a lot of these games were originally built into the 64DD hardware). Some of the games are played on a Game Boy, so between each game you'll have a picture of the classic grey brick and on the screen a scene from an RPG. The games you play will be based around this theme – avoid the enemies and lead Link into a cave (using the graphic style from the first *Zelda* game) or destroy Mother Brain as Samus Aran... these will make any gamer smile, the only problem being that seeing those famous displays on your screen makes you want the games in their entirety! Likewise, when you play through a PDA the games will be a lot simpler in style. We especially like the woodland animal-themed games shaded in lovely soft brown hues, mimicking illustrations from classic children's books.



INC.

action through the visor of the mischievous simian on the back of your speeding scooter. Win a game and a police car goes off the road, lose a game and it doesn't. All of the game groups have a similar way of tracking your progress – sometimes you'll be sat in the front seat of a taxi watching the windscreen wipers squeak across the slick windshield, gradually letting the dirty yellow lights of the city peek in, and on others you'll be looking at a mobile phone or down an unusually clean toilet pan. This particular screen signifies the loss of a life (you have four in total and they're lost when you fail a game) by losing a bog roll. Are you getting the idea of how off-the-wall this game is yet?

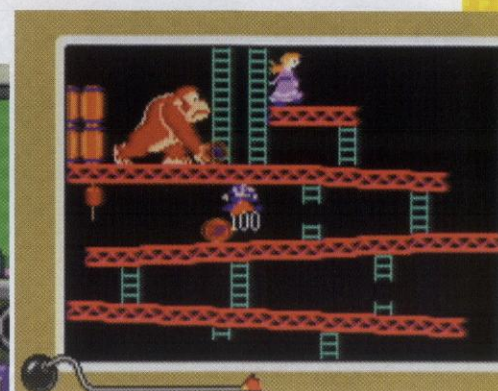
*Wario Ware, Inc.* is a million miles from the bloated, over-funded, FMV-stuffed 'games' that disease the consoles of today. It's pure gaming in the truest sense of the word – the whole cartridge perfectly equals the sum of its parts. Everything is held together nicely with the story but it's not this that keeps you playing. That long-lost element of games – the high score – is back with a vengeance.

This is the type of game that keeps the industry going. Pure fun started everything off and Nintendo knows this. The numerous nods to past games (some blatant, others less so) reward the long-time player and even raised a smile on this jaded gamer's face. The sound effects and cut-scenes gel the many parts together slickly and the story is suitably crazy. This is an astounding cartridge that will hopefully show stodgy developers out there what gaming's really about.

CUBE RATING 9.5



↓ Gasp! Old-skool Game Boy! Happy days...



↑ Some old favourites make a welcome return, albeit much shorter than before