



Yes, this is a shot of superfun gameplay. And yes, that's a finger picking a nose. You're just going to have to trust us here.

method to the madness



Believe it or not, a story underlies *WW*'s madness—and it's an intriguing one at that. Opportunistic as always, Wario smells loot in the lucrative gaming industry. As gamers, it's our job to playtest the results of his dubiously motivated research and development team. And somewhere in between, the game becomes an extended parody of trends past and present.

GAME BOY ADVANCE / Also On: None

WARIO WARE INC.: MEGA MICROGAME\$



A portable megadose of genre-bending video crack



The sights and sounds may be subpar, but with gameplay this addictive, everything else is immaterial.

SHAWN: Put simply, *Wario Ware* is a collection of minigames. Well, OK, make that microgames. You see, most segments last no more than five seconds and require as little as a single timed button-press. And although they make the minichallenges in *Mario Party 4* (GC) feel full-fledged, I've grown to love their dose of video Ritalin nonetheless. Because they're thrown at you in rapid succession without explanation or warning, you're forever held in itchy-fingered anticipation, wondering what's next and, more important, what's expected of you. And whether it's a battle with *Metroid's* Mother Brain, an Old West shootout à la *Wild Gunman*, or—I kid you not—a maiden who needs help nose-sucking a strand of snot, you will be surprised, if not bewildered. Also, should you possibly tire of the 200-plus solo shenanigans, you can always tap the excellent two-player offerings. Played on a single GBA, they're ridiculously simple and equally addictive.

A word of warning, though: *WW* is deeply

Japanese. So to appreciate these nostalgic nuggets, you'll first have to cope with culture shock (a soft spot for reflex-testers like *Simon* or *Boj-It* won't hurt either). Even after playing for 20 minutes, you'll still wanna pass *WW* off as an obstacle course for ADD children. But once you do warm to the idea of hopping a hot dog on wheels that's out to run you over, you'll have also accepted this cracked-up collection of time-wasters for its real accomplishment—showing that the finest handheld games aren't always console hits in miniature.

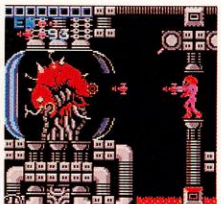
CJ: When I first picked up *Wario Ware*, I had no idea what to make of it. It's very different from anything out there. I've never seen a game as frenetic, fast-paced, or absolutely hilarious as this. I mean, where else are you going to see a collie with streams of tears rolling down its doggy face if you fail to shake its paws? Nowhere, that's where. The minigames found in *Wario* are simple but play spectacularly well, and since you never have to

stick with one for more than five seconds, there's no time to lose interest. Also, because it's delivered in tiny chunks, you can use it to fill any amount of downtime you might have. I know it looks odd, but if you own a GBA, you *must* give *Wario* a chance.

SHANE: I was afraid that the other guys wouldn't be hip to *Wario's* off-kilter groove, but now they're just as hooked as I am. It's so bizarre, funny, challenging, and downright insane that it's hard to believe—you should have seen the disapproving look I got from this old lady on the bus when she looked down at my GBA SP as I was trying to insert a finger into a nostril. Maybe if I'd led her try it, she'd have been converted—this is the kind of simple, brain-bending game anyone can enjoy. Half the fun is figuring out what to do in each game, and once you've mastered a few challenges, it's hard to put down. Brandish this whenever you have a few minutes to kill and you'll be masterfully entertained, even long after you've beaten it.



Beef—it's what's for dinner.



Lay off the booger-sugar, ladies!

THE GOOD: It's stupidly addictive and fun
THE BAD: Only 200 games? We want more!
MAY CAUSE: Attention Deficit Disorder



SHAWN	CJ	SHANE
9.0	9.5	9.0

PUBLISHER: Nintendo
 DEVELOPER: Nintendo
 PLAYERS: 1-2
 ESRB: Everyone

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