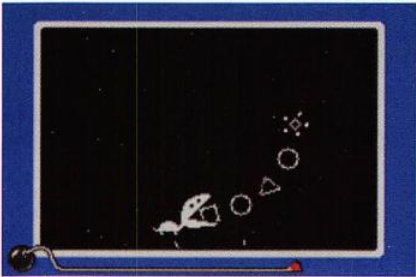




Look familiar? Many tributes are paid during the game to *Metroid*, *Excitebike* and even *Punchout*. Good stuff.



You really do have to wonder what, if anything, goes on in the heads of the people who created this...



During this unfeasibly short challenge you have to keep the kitten dry, or else. Nintendo's concern for animal welfare is admirable, but we do have to wonder if *Wario Ware* might just be a bit, well, bitty for some people.

FINGERPRINT
 WHAT MAKES THIS GAME UNIQUE
SHORT: Five seconds of gaming at a time may not be enough for some.
WHAT: Some of the games are unbelievably simple, others worryingly confusing.

DETAILS	
FORMAT REVIEWED	Game Boy Advance
ORIGIN	Japan
PUBLISHER	Nintendo
DEVELOPER	In-house
PRICE	\$69.95
RELEASE	Out now
PLAYERS	1-4

IN THE TIME IT TAKES TO READ THIS, YOU'D HAVE LOST THREE GAMES...

WARIO WARE, INC.: MEGA MICROGAMES\$

Every now and then, a game comes along that causes us to reconsider the very way we look at games. A game that bucks convention and has brave new ideas. Introductions aside, *Wario Ware* is one such game. It's hard to get excited about a game that's just a collection of mini-games, but the plot thickens. You see, these games are short. About five seconds short and unthinkable fast. What little semblance of narrative exists can be immediately dismissed as unnecessary, but how are we to rate such a collection?

Can we judge it on the strength of individual games? Not fairly. Not only are they far too numerous but the quality is also unbelievably varied. With the entire game using just the A button and D-pad, the events include button mashing, timed presses, quizzes and, for the Nintendo purist, five-second versions of classics like *F-Zero* and *Zelda*. Some of these do require genuine skill whereas others rely heavily on luck to pass, but how can you fairly judge a game that's over in a single button press? Can we rate it on its aesthetics? Hardly. While some areas of the game glow with a cartoon radiance, others stem from the monochrome Game And Watch family and are therefore slightly less impressive. Audio is a similar situation, by which we mean while certain tunes and samples are truly superb, there

are parts that attempt to replicate yesterday's gaming moments. The bleeps and blocks do this with aplomb but could they be deemed acceptable in a modern game? Somehow, we doubt it...

Can we rate it on its standalone appeal?
 Almost. With so many brief bursts of gaming going on, different people will surely react very differently to *Wario Ware*. Replay value is a tough aspect to call, simply because it'll come down to which games you enjoy and how much you actually like them – Practice mode does just test your skills at a single game, getting faster and harder until you can't take the heat. Since breaking it down is an impossibility, the only thing we can do is to consider the entire package as a whole. Nintendo has certainly come up with a bold idea and has executed it as well as can be expected. But while the end result is a thoroughly enjoyable experience while it lasts, the fun was over a little too quickly for our liking. Even the addition of full games to unlock, like *Dr. Wario* (see what they've done there?), seems a little contrived, detracting from the three words that make *Wario Ware* such an interesting title: Short. But. Sweet.



VERDICT 6/10

SHORT BURSTS OF FUN BUT LITTLE LASTING APPEAL