

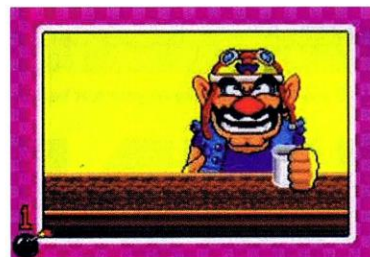
"You need to get the finger up the nostril"



△ The harder the game, the quicker they come at you, but you should have the whole thing beaten within a week. Short, but so sweet.



△ The minigames require quick-fire reactions. In this instance you have to hammer missiles until mother brain is defeated, but you only have three seconds to do it. Many of the other solutions are not so easy to figure out.



△ Tap A at the right time and Wario will catch the beer as it slides across the bar.



△ There are loads of Nintendo classics, like *Duck Hunt* squashed into the tiny cart. *Zelda*, *F-Zero*, *Mario Bros*, Game & Watch games, and even a Virtual Boy title have been included.



△ Stop the power bar in the red to chop.



△ This is the first game in years that has had us laugh out loud at every turn.



WARIO WARE, INC

The spawn of Nintendo and hallucinogens. GBA gets a tirade of turbo-injected minigames. And it's class.



△ Kerr-ching! Wario finally figures out another money-making scam.

Unlike anything you've seen before, *Wario Ware* is a collage of fast-moving three-second minigames that bombard you relentlessly within insane plot sequences. The scenarios themselves are quite amusing, ranging from a taxi ride for a mermaid to return to the sea, to ice cream-vending moped girl, who has to keep cops off her tail with

run of minigames is a boss encounter, which takes the form of another, slightly harder, slightly longer minigame. Finish that and you move on to the next scenario.

The best bits, of course, are the minigames themselves. They only last a few seconds each, so they're necessarily basic, stripping down gaming conventions to their bare bones. Catch a stick; hit a tennis ball; swerve round an obstacle; time a jump to

quickly as possible. You see the scene – say, a nose and a moving finger – and have to quickly ascertain that you need to get the finger up the nostril. Stab A and the job is done. Move on to the next one.

It's simple and compulsively addictive stuff. Failure is never frustrating, because the games are so basic, the experience is so quick that having another go is easy, and the desire to see whatever side-splitting oddity will turn up next is overpowering.

There are also some cracking two-player games, that you can actually play on a single GBA – making this a game you miss at your own peril.

IT'S ALL ABOUT USING YOUR INTUITION AND WORKING OUT WHAT TO DO AS QUICKLY AS POSSIBLE

banana skins on her way to work. Each scenario has a quirkily animated cut-scene that tells some kind of story, which helps tie all the minigames together.

In each scenario you have four lives, which you lose if you fail to complete one of the three-second tasks. At the end of the

perfection; shoot a moving target; align a *Tetris* block; or dodge enemies. They're the kinds of tasks you've done in hundreds of games over and over, except you've never had them presented to you in such a quick-fire fashion. It's all about using your intuition and working out what to do as

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