
Wario works his five second magic

Administrator

Wario Ware: Smooth Moves Nintendo Wii \$53.99

If Attention Deficit Disorder is a transmittable disease, then Wario Ware: Smooth Moves for the Nintendo Wii would be the biggest carrier. The Wario Ware series is known for its addictive gameplay, lightning fast action and bizarre scenarios. A typical play session with any Wario Ware game takes players through dozens of microgames, each lasting no longer than five seconds. This new addition to the series adds a whole new level of interactive control with the aid of Wii's motion-sensing controller.

Wario Ware: Smooth Moves follows the tradition set forth by its predecessor: a paper-thin storyline. Wario is once again off finding treasures in Diamond City, where he stumbles up on the "Form Baton," a stone that looks eerily similar to the Wii-mote.

The core of Wario Ware's gameplay lies in its structure. Every microgame is tied to one of the 19 different positions to hold the Wii-mote, and players will be constantly switching between positions to complete each microgame. In one microgame, players hold the Wii-mote sideways like a handlebar to pump a balloon; in another, players hold the remote next to their hips (a form known as "The Big Cheese") to spin a hula-hoop; another game has players leaving the Wii remote face down on a table, requiring players to pick up the "telephone" when it rings. None of the microgames really make any sense, but they don't really have to, as players will quickly move on to the next microgame — too busy and having too much fun to make sense of the frantic action.

Wario Ware's multi-player mode is a disappointment when compared to the single player mode. While Nintendo included a 12 player "pass the remote" mode, the game does not support more than one Wii-mote. The game is less frantic and interesting as a result. However, players must check out "Bungie Buddies," one of the hidden two player minigames. "Bungie Buddies" requires one player to hold the Wii-mote and the other to hold the nunchuck attachment. They work together to avoid obstacles on the road by jumping with the remote or nunchuck in hand. It looks deceptively simple, but it's so addictive that players will be coming back for more.

After playing Wario Ware for a few consecutive hours, it becomes a challenge to focus on any task for a lengthy period of time. It's not a game for people looking for an epic story and experiences, but for those who are willing to try something different. Wario Ware is excellent for the Wii.

— Harold Li