

= WarioWare : Smooth Moves =

WarioWare : Smooth Moves , known in Japan as Odoru Made in Wario (?????? ?? ??? , lit . " Dancing Made in Wario ") , is a party video game developed by Nintendo SPD and Intelligent Systems . The game was published by Nintendo for its Wii video game system in Japan in December 2006 , and in Europe , North America , and Australia in January 2007 . It was re-released in 2011 in Europe as part of the Nintendo Selects program . It is the fifth game in the WarioWare series of games , and the only game in the series to be released for the Wii (not including WarioWare D.I.Y. Showcase , another WarioWare game for the Wii) . Like its predecessors , WarioWare : Smooth Moves is built around a collection of microgames that last about five seconds each , and which require that the player hold the Wii Remote in specific positions . The game offers the microgames to the player in rapid succession , by first instructing the player to hold the Wii Remote in a specific manner , and then showing them the microgame . The microgames are divided into several stages , each of which loosely connects the microgames with the help of a story .

Smooth Moves was given generally favorable reviews , receiving aggregated scores of 83 % from Metacritic and 81 @. 82 % from GameRankings . Praise focused on the game 's entertainment value , especially at parties , while criticism targeted its length . WarioWare : Smooth Moves received a ToyAward in the Trend and Lifestyle category from the 2007 Nuremberg International Toy Fair . It was also given the award for Best Action Game at IGN 's Wii Best of E3 2006 Awards ; the website later named it their Game of the Month for January 2007 . WarioWare : Smooth Moves was the United States ' 4th best @-@ selling game in its debut month of January 2007 . In Japan , it sold 63 @, 954 copies in its debut week of November 27 ? December 3 , 2006 , making it the 4th best @-@ selling launch game for the Wii after Wii Sports , Wii Play , and The Legend of Zelda : Twilight Princess .

= = Gameplay = =

Similar to previous games in the WarioWare series , WarioWare : Smooth Moves is a puzzle game focusing on microgames , which are short games that last for about five seconds . Each microgame requires that the player position the Wii Remote in a specific way , such as holding it vertically , or placing the bottom end of the device against the nose . The player is required to use the Nunchuk attachment for the Wii Remote in certain microgames . Before each microgame begins , the required position for the Wii Remote is shown to the player , to allow them time to position the device . The game is broken up into stages , each represented by a WarioWare character and loosely connected by a story , with the microgames divided among the stages . After the player completes a stage 's microgames , they advance to the boss stage , which is a microgame that is longer and more complex than the others . After the player completes all of the single @-@ player stages , the game unlocks a multiplayer mode , in which only one Wii Remote is used and shared by up to 12 players . While a player plays a microgame in this mode , other players watch , and after the microgame is completed , the player passes the Wii Remote to the next person .

= = Development = =

Nintendo first revealed WarioWare : Smooth Moves for the Wii at the 2006 E3 convention . The game was co @-@ developed by Intelligent Systems and the Software Planning Development department of Nintendo . Development on the game began in late 2005 with a team of 20 people , directed by Goro Abe and produced by Yoshio Sakamoto . Abe first came up with the idea for the game when the Wii Remote was revealed to him . Since the developers believed that holding the controller in only one way limited the game 's entertainment value , they decided to introduce new positions and motions to the game for the Remote to be held . The software used to register the Remote 's movements was written from scratch because of the unique movements required for the game . Similar to previous games in the WarioWare series , the game 's subtitle , " Smooth Moves "

, was used to represent the basic movement that players perform in the game . The developers wanted players to move as if they were dancing when playing the game , so they decided that Smooth Moves was the best phrase to use to describe the game 's actions . Because of its party genre , the developers made the game 's multiplayer mode its " best point " .

There are about 200 minigames included in WarioWare : Smooth Moves , an amount similar to previous WarioWare titles . Abe determined which minigames were included after each team member wrote down an idea on a piece of paper and sent it to him . The minigames were inspired by " very original , everyday life issues " . To offer a different visual style for each minigame , developers were asked to make their own design for the minigame that they were working on . During development , one of the game 's basic concepts was to " make a different taste for every single game " . The only rule that Abe imposed on the minigame designs was for the developers to make it instantly obvious as to what is happening in the minigames . The Wii Remote 's speaker is used in the game to " add a greater sense of feel " . For example , in one microgame , the player must bounce a tennis ball on a racquet . When the ball touches the racquet , the Wii Remote 's speaker emits a bouncing sound and a rumble to " add a very strong reality to the game " . The game mostly forgoes the Wii nunchuk attachment and functions strictly with the Wii Remote . Its visual presentation is similar to WarioWare , Inc . : Mega Party Games ! for the Nintendo GameCube , and it does not run in widescreen mode .

= = Reception = =

WarioWare : Smooth Moves was released by Nintendo for the Wii in Japan on December 2 , 2006 , in Europe on January 12 , 2007 , in North America on January 15 , 2007 , and in Australia on January 25 , 2007 . The game was given generally favorable reviews , receiving aggregated scores of 83 % from Metacritic and 82 % from GameRankings . Praise focused on the game 's entertainment value , especially at parties , while criticism targeted its length . WarioWare : Smooth Moves received a ToyAward in the Trend and Lifestyle category from the 2007 Nuremberg International Toy Fair . It was also given the award for Best Action Game at IGN 's Wii Best of E3 2006 Awards ; the website later named the game their Game of the Month for January 2007 . WarioWare : Smooth Moves was the United States ' 4th best @-@ selling game in its debut month of January 2007 . It dropped to 8th the following month , selling 109 @,@ 000 units . In Japan , WarioWare : Smooth Moves sold 63 @,@ 954 copies in its debut week of November 27 ? December 3 , 2006 , making it the 4th best @-@ selling launch game for the Wii after Wii Sports , Wii Play , and The Legend of Zelda : Twilight Princess . It dropped to 20th for the week of December 18 ? 24 , 2006 .

Several reviews praised the game as one of the Wii 's best . The Official Nintendo Magazine said that Wario should " now take his place alongside Mario and Link as a true Nintendo great " . Appreciating the game 's " terrific use of the Wii 's unique control features " , GameSpot remarked that the game also had " amazing " graphics , concluding that it belongs in the game libraries of Wii owners . This sentiment was shared by GameTrailers , which said that WarioWare : Smooth Moves was " without a doubt " the best collection of minigames for the Wii . GameSpy found that the game had " a lot of value " , especially for people who host parties or have groups of friends or family who already enjoy games such as Wii Sports or Rayman Raving Rabbids . Naming WarioWare : Smooth Moves the Game of the Week from January 28 ? February 4 , 2007 , The Observer gave particular praise to the game 's graphics , stating , " There are nicely colourful cartoon intros to each level , and the microgames utilise a plethora of visual styles . You 'll notice snippets of favourites from yesteryear , whether it be pulling the Master Sword out of the stone in the Nintendo 64 's The Legend of Zelda : Ocarina of Time or jumping to collect coins as NES @-@ era Mario . " Australia 's The Age found the game " as entertaining to watch as it is to play " , rating it four stars out of five . The Sunday Age newspaper predicted that WarioWare : Smooth Moves , which is " totally unlike anything else out there " , could convert non @-@ gamers into fans of video games .

Computer and Video Games predicted that the game " will be the one you come back to when you 've got a full house " , and appreciated its " crazy genius " gameplay . Nintendo World Report was

pleased with the game 's variety , but found the small number of unlockable items and lack of high scores disappointing . Although video game review website IGN noted that the game was not the best in the Wario series of video games , they still considered it an " essential piece of the Wii collection " . The website was also entertained by the single @-@ player mode as well as the multiplayer , especially when " shov [ing] the controller off on unsuspecting houseguests or non @-@ gamers months and years down the road " . They considered the game 's use of the Wii Remote to be " slick and intuitive " , the graphics to be " nearly inexplicable " , and the sound to be " totally off the wall " . GameZone called the game " original and addictive " , but noted that it would not appeal to everyone . The Courier @-@ Mail praised the game 's use of the Wii 's motion @-@ sensitive controllers as one of its best features , which helps push it " over @-@ the @-@ top " as " one of the most inventive games designed for the Wii 's interactive controls " . Canada 's Toronto Sun also appreciated its " novel use " of the Wiimote .

A lack of " eye @-@ popping unpredictability [like] its predecessors " and difficult controller positions disappointed 1UP.com , but the website still called WarioWare : Smooth Moves a " welcome addition to any Wii library " . Described as a " certifiably insane party game that is a must buy for any Wii owner " , GamePro felt that the game further proves that the Wii is the " must @-@ have " console when playing with friends . GamesRadar shared this sentiment , noting that although the game 's single @-@ player mode is only several hours long , its multiplayer mode is the " definite Wii party experience " for up to 12 people . Game Informer felt excited , surprised , and a " little stupid " when waving the Wii remote with the game , concluding that the game will make " friends laugh pretty much non @-@ stop for an hour or two , and that may very well be worth the price of admission " . Despite writing positively about how the game utilizes the Wii remote , Eurogamer was disappointed with its weak long @-@ term appeal because " it never really dares to test players " .