

FACT SHEET

CONTACT:

GOLIN HARRIS

Julia Roether, (213) 62-34200, ext. 783

jroether@golinharris.com

Eileen Tanner, (509) 628-1993

etanner@golinharris.com

WarioWareTM: Smooth Moves

Format: WiiTM
Launch Date: TBA
ESRB: RP (Rating Pending)
Game Type: Mass Microgames
Players: 1+ (TBD)
Developer: Nintendo

KEY INFORMATION

The *WarioWare* team took an idea so wacky, it could only be made with the latest technology ... the Wii Remote.

- *WarioWare* is back with a whole new set of moves. When WarioTM stumbles upon a strange device called a Form Baton, he and his friends use it to learn new moves that are as fun as they are wacky. With hundreds of microgames, this game is just as wild as you'd expect from the name *WarioWare*, but the game play has been revolutionized. Under Wario's tutelage, and with the help of the Wii Remote, players will swing, spin and squat their way to victory.
- With about 200 lightning-quick microgames and controls that range from scribbling to flailing, *WarioWare: Smooth Moves* takes interactive gaming to a whole new level. All players need is a Wii Remote and their best moves to be the champ.
- With games that are as much fun to play as they are to WATCH people play, *WarioWare: Smooth Moves* brings the party to its feet. It's hilarious for players and audiences alike.

Game storyline: Wario and his pals learn fun, wacky moves after discovering a strange book and a mystical device called the Form Baton.

Characters: Familiar characters from the *WarioWare* universe will return to this installment and some new ones will appear.

How to progress through the game: Players must clear fast-paced sets of microgames, changing the way they hold the Wii Remote each time. As they do, they'll unlock more microgames and souvenirs.

Special powers/weapons/moves/features: The game's full-body controls add a whole new level of insanity to an already frenetic experience.

#