

PARTY LIKE IT'S 1999

# MORE GAME PARTY



## FORMAT

Wii

## PUBLISHER

Midway

## DEVELOPER

Midway

## REVIEWED BY

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**2** 008 marked the 30th Anniversary of the release of *Space Invaders*; a milestone that makes it extremely tempting to reminisce about where videogaming has taken us over the years. What fantasies have a few thousand pixels on a screen enabled us to live out? What roles have we been able to assume? What worlds have we travelled to that we didn't even know existed? Approaching these questions, the head of the long time gamer will no doubt start to swim with some fond and not so fond memories - and with *More Game Party* on the Wii, there's one more experience to add: throwing virtual beanbags at a plank of wood...

Picking up from where the original (which, at the time of writing, is currently hogging the No. 1 spot in Woolworths' 'Cheap Wii Games' top ten!) left off, *More Game Party* is another collection of party games for the Wii. Mini-game collections of this sort have established themselves as the Wii's bread and butter, with bite-sized, undemanding gameplay suiting a large proportion of the console's demographic like a glove. But like any genre, there is a slide-scale of quality - at the pinnacle, is Nintendo's own *Wii Sports*, closely followed by the likes of *Wario Ware: Smooth Moves* and Wiimote freebie, *Wii Play*.

Following the template of the former, *More Game Party* serves up ten games in all, ranging from puck bowling, horseshoes, ping cup, and shuffle board. The spiel on the back of the box describes these as "all your favourite games plus many more", which seems a bit of a push - this reviewer has never played puck bowling, or ever even heard of lawn darts! However, it is always nice to discover something new, so we approached each of the games on show with an open mind and a pocket full of objectivity.

*More Game Party's* feature list is pretty short, with the option to compete in single events either solo or as a team, or take part in tournament with up to 16 players. This stripped down setup is understandable and, to the game's credit, does make it approachable and accessible as a game of this type should be. The games included nearly all involve throwing or rolling things, using the Wiimote to replicate the real life movement required. The controls are actually fairly functional, and do a fair job simulating the experience of throwing a dart, shooting a basketball or lobbing a beanbag. All games are preceded with a clear and concise set of instructions on how to play each mini-game.

Where *More Game Party* fails is in its chronic lack of ambition. Graphically it ranges from minimal to abysmal; certain elements really would look at home on a ZX Spectrum. Obviously, stunning visuals are less important in a party game of this type, but the corner-cutting and penny-pinching on display here really is depressing. Character models are just plain ugly and attempts for them to replicate the nonchalant charm of Nintendo's own Miis fall well short. Furthermore, the choice of mini games on offer are (ironically) about as exciting as throwing a beanbag at a plank of wood. That the game decides to include this very experience says a lot about the title as a whole. Although the controls work, there is little actual skill involved.

Reviewing a title such as *More Game Party* can be a slightly frustrating exercise; firstly



because the reviewer is required to play such a shoddy game, and secondly because a negative review will in all probability have little impact on the game's sales. This is a casual game aimed at the casual gaming audience, for whom the insipid, dull and un-engaging mini-games here might provide the type of minor distraction they were looking for. For everyone else, *More Game Party* will provide little entertainment and is best avoided.

**VERDICT** ★★★★★