

WiiWare Wrapup - Year 1

Written by Deekman

Thursday, 21 May 2009 04:42 - Last Updated Thursday, 21 May 2009 04:42



It blew by a lot of people last week but WiiWare just had its 1 year anniversary! What was the last year like? Did anything worth mentioning even come out on the service? I've taken the liberty to find out the top 5 games on WiiWare you should be playing and turned it into a needlessly long post with my own descriptions that you will be forced to read!



Game: LostWinds

Release Date: May 12, 2008

Why It's Great: It surprised me that a launch game made this list of best WiiWare games to date but LostWinds is a fantastic Platform/Adventure game that seemed to get over looked by the masses. You play as Toku a young man charged with defeating the elemental Balasar with the help of the wind elemental Enril. You control Toku and play the game much like a standard platformer however simultaneously you need to use the Wii remote to draw on the screen to control the wind. Using the upgradable powers of the wind you can stun and kill enemies, jump higher, and solve puzzles! While not overly complex and the game stands out as a fun wonderful looking platformer that's Wii exclusive.



Game: Bit. Trip Beat

Release Date: March 16, 2009

Why It's Great: A fantastic music game and homage to Pong. Bit. Trip Beat is another great WiiWare title that brings something original to the system that may feel out of place anywhere else. Based around the simple mechanic of using a paddle to reflect incoming balls ala Pong, Bit Trip adds its own style by having psychedelic visuals and increasingly better music that's tied to every ball you reflect. To put it simply the better you play the more intense the levels feel

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gets. The only thing that brings this game down to spot #4 is the control scheme while using the Wii-mote motion is OK I would have had more fun using the control pad. Even the option to do that is not included!



Game: Lit

Release Date: February 9, 2009

Why It's Great: The only WiiWare survival horror, puzzle game; Lit, places you inside a demon occupied school with only a flashlight. The floor is overrun with god knows what and the only thing that repels them is light. You need to break windows, turn on lamps, TV's, computers, and anything else light producing just to stay alive! The atmosphere is creepy and the graphics are some of the best on WiiWare coupled with the eerie sound design this is a must have for lovers of puzzle games and horror games alike. Just don't get caught in the darkness.



Game: World Of Goo

Release Date: 13 October 2008

Why It's Great: The darling and poster child of indie WiiWare games; World of Goo allows you to control the small creatures known as Goos and use them to construct frames and towers to let your Goos climb higher and higher and reach the end of each level. The kooky music and wonderful world they have constructed within this game is breathtaking and coupled with the humour it's definitely a must play experience. There's simply nothing else like World of Goo on Wii!



Game: Strong Bad's Cool Game for Attractive People (Series)

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Release Date: August 11, 2008

Why It's Great: Star of homestarrunner.com Strong Bad reinvigorates the point and click genre with clever puzzles and his own unique brand of humour. This WiiWare game sits at the top of the chart in style, gameplay and quality. If you own a Wii you have to check this series out.



Honorable Mention:

Game: Mega Man 9

Release Date: September 22, 2008

Why It's Great: The next installment of the Megaman series hit WiiWare and blew everyone away. It was like we'd been sent back in time and were all seven again. Returning to its roots the Megaman series surprised us all at how much fun a retro style game could be. The reason it didn't make my list; It's too hard, DLC was too much for too little, It's the same thing as the last 8 Megaman games. Sure it's a great game but I'm all about originality with WiiWare and what Capcom crafted here, let's face it, couldn't lose. I'm not sure if that means it was too good for the list or what but it's my list and I can do what I want!