

This boss starts out across the river and
hops over. Trust me, it's way cool...

Wario Land

Big Red

Written/Produced By: Developer: Nintendo Publisher: Nintendo Released: 1993



The DS wasn't the first gizmo Nintendo ran human tests on. Not so long ago, they introduced the Virtual Boy, which remains one of my favorite systems to this day. Talk about immersion... So the games are red; you still can't find 3D like this anywhere on the planet. This technology in color would be my ultimate system. While I wait for hell to freeze over, the game I return to most (at least once a month for the last few years) is Wario Land—a 2D-in-3D first-party Nintendo action-platformer that has Wario leaping between the background and foreground, fighting bosses across chasms, sporting different hats for different tasks, axe mashing, dashing, swimming and everything else you'd expect from Nintendo, only in deessseep 3D. The game

is huge fun, never gets old and has a funky BGM that sticks in your head long after your eyes go back into focus. Screens can't duplicate the effect, but if you're so inclined, track down a VB and Wario Land, and you can thank me later. Dave Halverson

**"So the games are red;
you still can't find 3D
like this anywhere on
the planet."**