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## [Alien Hominid Collects Praises](#)

*"Almost too much fun to be healthy for you!"*



Our little yellow friend has already blasted his way to success on the PS2 and Xbox and is set to be a smash hit on [Nintendo's](#) handheld. Alien Hominid on the GBA has certainly been met with critical acclaim from the press: "Alien Hominid on GBA is absolutely amazing. It's more fun than two square inches of plastic has any right to be," [Nintendo Official Magazine](#) "Almost too much fun to be healthy for you," NEO Magazine. "Like a desert needs rain, like a town needs a name, the GBA needs love and Alien Hominid can provide this in spades," CUBE Magazine. Alien Hominid on GBA retains all the super-fast action and irreverent humor of the larger console versions but in a format that you'll really have trouble putting down. Prepare to freak-out all over again with this lovingly crafted slice of pure gaming joy.- 13 levels of eye-popping insanity including the famous power-ups and huge bosses.- Faithful conversion of artist Dan Paladin's manic comic style to the GBA screen.- A perfect, addictive hand-held experience, exactly what the Game Boy was built for.- Now with an even bigger fan base! The original single-level Flash game has been downloaded over 11 million times.