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## [Cake Maina Heads to Wii](#)

*Casual games have found a new hobby: Nintendo's console*

We all know that casual games go hand in hand with the Nintendo Wii console; from this perspective, it is only a matter of time until all casual game developers head to the beloved console, leaving PC systems only with hardcore games for the real players. To prove that, [Majesco Entertainment](#) and Sandlot Games have decided to re-create their hit game Cake Mania for the [Nintendo Wii](#). Dubbed Cake Mania: In The Mix, the casual, family-friendly game will be a real mix of the time management from the first PC iteration and the solid story-telling from the second. Since the Nintendo Wii is mostly appreciated for its innovative control methods, Majesco's Wii port will fully use motion controls. It will also introduce a brand new character and an interesting co-op mode - the perfect way to waste your time together with a family member or a friend. Still, as might find it fun, it is probably only a matter of tastes. "Joining Cake Mania's trademark resource management play with the Wii's motion-based control is a natural extension of an incredibly successful brand on PC and DS," said Gui Karyo, Executive Vice President of Operations, Majesco. "The Wii version's expanded feature set, ranging from catering integration to cake design mini-games, enables fans of the series to experience the franchise in an entirely new way." Cake Mania: In the Mix will bring players nine new bakeries to navigate through using only the Wiimote. You'll also get the regular semi-business management (advertising, catering) and the option to unlock further locales - strange, silly things, like bakeries on the moon, under water or deep inside jungle forests. The game is expected to be released in early 2009.