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[Major League Eating to Debut as a WiiWare Exclusive](#)

Eat, burp, eat, puke

The [Nintendo Wii](#) is probably the only game console that was often used as an argument for the quote: "You can lose weight and have fun at the same time". Doctors are using it to treat their patients, schools are testing it to [fight against obesity](#) - what could we say, the Wii will become the diet Coke you're ordering together with a double sized hamburger. Or, if more games like Major League Eating will be developed, maybe the console will become the hamburger itself. Of course, as it always happens when an idea appears, people will always have different opinions. For example, Bill Swartz, the boss of game developers Mastiff considers: "Watching Major League Eating is like watching poetry in motion. Professional gurgitators have the grace of ballerinas yet the brute strength, mental focus, and intestinal fortitude to push their bodies and minds as hard as athletes in any other extreme endurance sport. Victory is sweet and defeat can be well, really, really messy. It's an experience we're proud to help bring into the home." And they will indeed bring this experience exclusively via WiiWare, Nintendo's downloadable game service. And when we say "experience", we really mean it: Major League Eating will be built like a fighting game and players will be required to master offensive and defensive weapons including bites, burps, belches, mustard gas and jalapeño flames while cramming and chewing food at a world-class pace. A game that will make you laugh, if you ask me. Of course - only if you liked those Hollywood comedies and their stupid humor. Major League Eating: The Game will be released as a game for one or two players, offering online play and a leader board, Burps and stuff included. And, if it matters to you, the game will use the the Wii Remote to simulate a variety of eating techniques including the cram, toss, and typewriter. Wow, so exciting.