

# KORORINPA - MARBLE MANIA

## Summary

Kororinpa is a nice little game that requires the player to control a ball or marble around a maze. It's a simple concept that works well with good clear graphics and a variety of challenges.

The game itself requires the player to steadily control a ball or marble across a course/maze, collecting red crystals in order to complete the maze. Green crystals are also hidden around the mazes and if collected (one per maze) a secret maze or add-on is unlocked.

Used within therapy this game has potential for patients to work on fine motor hand control and the co-ordination and reflexes associated with fine motor control. The easy levels offer a chance to explore individual movements of the wrist progressing to combined movements.

This is predominately a one player game but can be played by two. The second player uses the Nunchuk attached to player ones controller, saving the need for two WiiMotes. The Nunchuk is not required for the one player game.



Buy From:

PLAY.COM

amazon.co.uk

Web Links

- [Official Site](#)
- [Walkthrough](#)

Summary



## Official Information : [Kororinpa - Marble Mania](#)

No. Players



Controllers



Connectivity



Mini Games



none

Age



## Positives / Negatives

- ★ Controllers are very responsive to movement
- ★ Simple game concept which is easy to grasp and follow
- ★ Mazes are relatively clear to understand
- ★ Change speed of the game by using a different ball or marble
- ★ Lots of variety in the obstacles that the ball has to be controlled through and over
- ★ Requires very fine control of movement - high end of ability
- ★ Some levels are confusing as you might not be able to see the next part of the level which can lead to frustration

## Physical requirements to play game

Fine hand and wrist control with quick reflexes but smooth and controlled. User needs to be able to hold a remote in their hand and be able to select A or B buttons as part of the menu. Buttons are not needed for the maze aspect of the game.

Preprioception		Co-ordination	
Balance		Bilateral	
Dexterity		Cardiovascular	
Wrist/hand mvts		Sequencing	
Upper Limb gross movement		Speed	
		reflexes	

## Ease of Navigation

Easy menus and navigation through to the game.

## Adaptations

This game can also be used by securing the WiiRemote (or Nunchuk) to the back of wrist or forearm (for example- using the Wiitality arm strap). This method focuses the movement required to come from a combination of elbow and shoulder control. Using the arm strap has been tested on the early levels of the game, but it is suggested that the more complex levels require more fine control, making this technique less suitable.

## Therapeutic benefits / best qualities of the game

This game can help work towards rehabilitation of normal hand and wrist movement control. Not only will it contribute to the development of range of movement, but it will also help develop co-ordination and fine motor skills when reacting to visual stimulus.

## Limitations

There are few limitations to this game. It does require an existing high level of control, which can be seen as a draw back, but can still be of benefit to those wishing to develop the fine motor skills that are sometimes not available through the Wii due to it's forgivingness.