

## Sonic & Mario at the Olympic Games

Coming Soon

Information about Mario and Sonic at the Olympic Games can be found by clicking [here](#)

**Multiplayer** Yes - 4 players at once

**WiiMote Buttons** Yes - A and B

**Nunchuk** Yes

**Improves Movement** Control of fine movement, grip, dexterity, Co-ordinated movement, CardioVascular fitness

**Motivational Tool** Yes

**Skill Development** Reaction speed, timing,

**WiFi option** No

**No. of Mini Games** 12 games unlocked to start with 20 games in all

**Therapy Friendly** Yes - parts of the game



Mario and Sonic Olympic Games offers a great range of different sporting activities, some more difficult to physically perform than others.

This is a good game for those who have reasonable control of movement and intend to use the game for motivation or distraction during therapy sessions. Whilst there are excellent aspects of the game that would contribute towards the development of improved movement, it might also cause frustrations. If those using the game have bilateral upper limb movement then this game offers an excellent way to incorporate cardiovascular fitness into a session.

[BACK TO GAMES](#)

### GAMES THAT REQUIRE USER TO: POINT & MOVE

Wii Remote ONLY

GAME	Type	EASE (out of 5stars )	Additional Info
Table Tennis	-	★★★★☆	Swing WiiMote to hit ball. Serve is quite tricky due to the need for quick succession of movement.
400m	Running	★★★★★	Move WiiMote up and down- User will not win due to the need to press extra buttons to go faster.
100m	Running	★★★★★	Move WiiMote up and down - User will not win due to the need to press extra buttons to go faster

### GAMES THAT REQUIRE USER TO: POINT & MOVE & PRESS A or B BUTTONS

Wii Remote ONLY

GAME	Type	EASE (out of 5stars)	Additional Info
Javelin	Athletics - Field	★★★★☆	Shake WiiMote then press A to throw.
100m	Athletics - Track	★★★★☆	Press B to start to gain speed and shake the WiiMote to run.
110m Hurdles	Athletics - Track	★★★★☆	Press B to start to gain speed and shake the WiiMote to run. Press B to jump the hurdles - timing can be tricky.
100m	Swimming	★★★★☆	Press B to start, copy the movement of the WiiMote shown on screen. Press B to power up during the race.
4x100m	Swimming	★★★★☆	Press B to start, copy the movement of the WiiMote shown on screen. Press B to power up during the race.
Table Tennis	-	★★★★☆	Swing WiiMote to hit ball. Serve is quite tricky due to the need for quick succession of movement. Press A to chop the shot or B to smash.

### GAMES THAT REQUIRE USER TO: POINT & MOVE & PRESS A and B

Wii Remote Point and press A & B

GAME	Type	EASE (out of 5stars )	Additional Info
Trampoline	-	★★★★☆	Move WiiMote up and down in time/rhythm. Press Buttons (quickly) as displayed on screen, occasionally need to twist WiiMote.
Hammer	Athletics - Field	★★★★☆	A to start, Move WiiMote in a circle, press B to release Hammer. Release can be tricky due to timing.
Table Tennis	-	★★★★☆	Swing WiiMote to hit ball. Serve is quite tricky due to the need for quick succession of movement. Press A to chop the shot and B to smash.

### GAMES THAT REQUIRE USER TO: POINT & MOVE & PRESS MULTI BUTTONS

Wii Remote ONLY

GAME	Type	EASE (out of 5stars )	Additional Info
Fencing	-	★★★★☆	Cursor pad to move left & right. A to block, B to parry.
Skeet	-	★★★★☆	Reaction time needed to start - press B. Move/point WiiMote as clays come across screen and press B to fire and hit.

### GAMES THAT REQUIRE USER TO: POINT & MOVE BOTH HANDS

Wii Remote & Nunchuk Movement only

GAME	Type	EASE (out of 5stars )	Additional Info
Long Jump	Athletics - Field	★★★★☆	Shake both controllers to run, then quickly move WiiMote upwards to jump before the white board.
Triple Jump	Athletics - Field	★★★★☆	Shake both controllers to run, then quickly move WiiMote upwards to jump before the white board, then twice more for the next two jumps of the triple.

### GAMES THAT REQUIRE USER TO: USE BOTH HANDS & BUTTONS & NUNCHUK JOYSTICK

Wii Remote & Nunchuk + buttons

GAME	Type	EASE (out of 5stars )	Additional Info
Fencing	-	★★★★☆	Use the Nunchuk joystick to move left & right. A to block, B to parry.
100m	Athletics - Track	★★★★☆	Press B to start to gain speed and shake the WiiMote and Nunchuk to run faster.
110m Hurdles	Athletics - Track	★★★★☆	Press B to start to gain speed and shake the WiiMote and Nunchuk to run. Press B to jump the hurdles - timing can be tricky.
100m	Swimming	★★★★☆	Press B to start, copy the movement of the WiiMote and Nunchuk shown on screen. Press B to power up during the race.
4x100m	Swimming	★★★★☆	Press B to start, copy the movement of the WiiMote and Nunchuk shown on screen. Press B to power up during the race.