

Summary

Smooth Moves is a large collection of short mini games that are based around 12 'forms'. The game refers to forms as the way in which the WiiRemote is held. Details of the forms can be found in the mini games selection below or in this YouTube video.

There are both single player and multiplayer modes, the multiplayer mode is only unlocked when the single player mode has been completed.

The single player mode takes you through different levels of games. A score of 20 needs to be achieved on each before a new level is opened. Once the mini game has been played it is accessible to go back and practice individually via the 'Temple of Form'. Each game starts and finishes pretty quickly, with most games only lasting about 5 seconds.

A full breakdown of all of the mini games can be found by following the 'walkthrough' link on the right hand side of this page.

The multiplayer mode, once unlocked, provides a 'hot potato' style game whereby multiple players use one wii remote to play a variety of games. All quick paced and based on a scoring system. The games within the multiplayer are the same as those from the single player.

Official Information : [Smooth Moves - WarioWare](#)**No. Players****Controllers****Connectivity****Mini Games****Age****Positives / Negatives**

Short easy games

Games happen at reasonably fast pace

Large selection of games

Difficult to easily navigate to individual games

Physical requirements to play game

Mainly the use of one hand with the ability to grip and press the A button. Games are designed to introduce users to the motion control of the WiiMote and are therefore very basic. Each 'form' is explained verbally and with pictures. Quick reflexes and a memory of the forms are two main skills required.

Only a couple of the mini games require the use of both Wii Remote and Nunchuck.

Preprioception



Co-ordination



Balance



Bilateral



Dexterity



Cardiovascular



Wrist/hand mvts



Sequencing



Upper Limb gross movement



Speed



Reflexes

**Ease of Navigation**

Once you have been through the menu and setup it isn't difficult, but it can be more complex to find a specific mini game that you wish to use with a patient. There are so many mini games that it can be difficult to truly benefit from the variety. The single player is the mode offering individual practising of the games with multiplayer only offering a limited choices.

Therapeutic benefits / best qualities of the game

The basic movements required by this game make it a good selection as an introduction to the use of the remote. This recommendation is for those with reasonable reaction speeds and who can work at a reasonably quick pace. Its main purposes would be to improve hand movements and dexterity along with reaction speeds and familiarisation with the wii remote.

Limitations

The game only allows short attempts at each mini game, which might not be long enough for them to be of use for rehab. Finding mini games isn't that easy due to the number of them and requires good knowledge and experience of the whole game, something therapists might find difficult.

[BACK TO GAMES](#)

GAMES THAT REQUIRE USER TO:**POINT & MOVE****Wii Remote ONLY****The Remote Control**

Just point the Wiimote toward the screen. Most of these games involve using the pointer, so ensure you aim the Wiimote at the screen before the game actually starts. Sounds stupid, but it's a common mistake.

The Umbrella

Hold the Wiimote upright so the front faces you, with your thumb over the A button in case you need to use it during a microgame. From here you can move it in any direction according to the microgame.

The Handlebar

Hold the Wiimote face up and so the pointer is facing left, and hold it with two hands on either end. Games include pumping up and down, or keeping balance by holding it straight.

The Samurai

From your left hip, when the game starts move it toward the screen. This includes slicing objects and a gun-wielding draw.

The Sketch Artist

The same as the Remote Control, except you are holding the Wiimote with your thumb and index finger, still face up and pointing at the screen. Although most these games are pointing ones anyway, some require the positioning to succeed properly (such as Darts, as throwing is easier in this position). Basically you are holding the Wiimote like you would a pencil or pen.

The Chauffeur

This is basically the Handlebar, but the front of the Wiimote facing toward you with the pointer still pointing left. You need this for the car driving boss game and various others, like Extreme Patty-Cake. Just make sure it's facing you however, otherwise you might bugger up a little.

The Waiter

Hold out your hand flat and rest the Wiimote face up upon it. Most of these games require balance of some degree, so when you are doing one of these games hold it as flat and as still as you can before the game begins.

The Tug-Of-War

Pointing the Wiimote toward the screen with two hands on it, most of these games involve moving the Wiimote away or toward the screen. Although this is the same as the Remote Control effectively, the two handed stance does help get you pulling the remote to pass the games.

The Elephant

Hold the Wiimote from your nose facing outward. You don't actually have to do this as it's pretty much the same as the Remote Control (most use the pointer) however it's more fun if you actually do. :)

The Discard

This is where you put the Wiimote down and pick it up at the right time. Although it tells you face down, *most* of the time this doesn't matter, and also you can just face it down in midair and hover it, then move it (if you haven't got a surface nearby). Just have your hand by the Wiimote ready to pick it up however.

The Thumb Wrestler Hold it upright with your thumb over the sensor. Like the Umbrella, but you need to have your thumb at the top. The microgames aren't that different, mind.

The Big Cheese

Requires to you have your Wiimote at your side. This includes using a hola hoop and flapping your arms to fly. Can be cheated with though by just holding it in front of you and replicating the same actions.

The Mohawk

Hold the Wiimote with both hands just above your head with the front pointing toward the TV screen. Most of these have you moving your body (such as doing squats), aiming, or stabbing down from this top position. Like many of these whacky poses, this one can be faked by just holding it in front of you and replicating the same movements.

The Dumbbell

Hold the Wiimote in one hand to it's side, so it's facing to the right. Games require you to move the Wiimote up and down, or sometimes across. The Janitor Hold the Wiimote upright so it faces you, and with two hands like a broom. The same as the Umbrella but with two hands.

The Finger Food

Hold the Wiimote on it's side between your thumb and finger, with the tip still facing the screen. It's named because you pose like you would when picking out finger food. Almost all of these involve you rotating the Wiimote to the sides, like for unlocking doors with a key.

The Boxer

Hold the Wiimote in one hand to it's side, so it's facing to the left. This is the same as The Dumbbell but facing the other way.

The Mortar and Pestle Hold the Wiimote in your right hand vertically and hold the bottom with your left. This is mostly so it's stabilised and doesn't move the Wiimote around, as an example microgame includes holding it like a joystick.

GAMES THAT REQUIRE USER TO:**POINT & MOVE & PRESS A or B BUTTONS****Wii Remote ONLY**

All the game selecting requires point and press, with A to select and B to go back.

GAMES THAT REQUIRE USER TO:**POINT & MOVE BOTH HANDS****Wii Remote & Nunchuk Movement only**

The Diner A Both the Wiimote and Nunchuck held up, facing toward you.

The Diner B Both the Wiimote and Nunchuk face down and pointing toward the screen.

The Diner C Have the Wiimote and Nunchuck's tips facing one another.



Buy From:



Web Links

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

Summary

This is a good game with lots of easy, but quick, mini games. The game bases itself on demonstrating and allowing the user to practice the different ways to hold the Wii Remote.

The key is to find appropriate games for individual needs within therapy. It is possible to pick and choose which game you play but good knowledge of the game and its mini games is required.

