

SSX Blur

Official information about SSX Blur can be found by clicking [here](#)

SSXBlur is a game that has more entertainment value and use as a distraction than to directly improve movement. The controls are fairly forgiving and therefore those playing the game will find the basics easy to master. It is possible to play the game without buttons and rely solely on the movement of upper limbs to guide the snowboarder down the slopes.

Below you will find an outline of the parts of the game that have been found accessible within physiotherapy sessions, you will also find indications of the level of activity or function required to play the game successfully. Easily accessible games are given 5 stars, more difficult games less.

Multiplayer	Yes - Between 1 and 4 players depending on game.
WiiMote Buttons	Yes - but only for tricks, can be played without
Nunchuk	Yes
Movement	Good variety of upper limb movements and ways to hold the wiimote.
Motivational Tool	Yes, enjoyable game for youngsters using a standing frame or working on sitting balance/posture.
Skill Development	Awareness of left and right - reaction speed to avoid trees!
WiFi option	No
No. of Mini Games	Not divided into mini games - just selection of snowboard courses
Therapy Friendly	Good as a distraction

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GAMES THAT REQUIRE USER TO:

USE BOTH HANDS & BUTTONS & NUNCHUK JOYSTICK

Wii Remote & Nunchuk + buttons

The game needs to be controlled using both remotes. Grip is therefore required, but does not need to be 100%. Steering can simply be achieved by twisting the remotes.

The most important control requiring dexterity is from the left hand, using the joystick with the thumb. This aids steering on top of the twisting motion from the wrist.

During the game the character is launched into the air at which time tricks can be performed - mainly by waving the remotes in the desired way. Crashing on landing is remedied by shaking the remotes to get the character back on their feet.

Other buttons can be used during the game to improve the quality of the air jumps, but they are not essential.

The straight forward races are best as they do not rely on the quality of the air jumps to do well.



SSX Blur makes snowboarding easy. Those playing this game will master the intuitive movement controls with ease, but the movements required to steer are minimal.

It is a fun game and for those who have never been able to master the controls of a game pad to perform tricks will find this game addictive with tricks being performed by waving arms frantically with no pattern!