

= Wii Sports =

Wii Sports (Wii ????? , W? Sup?tsu) is a sports game developed and published by Nintendo as a launch title for the Wii video game console . The game was first released in North America along with the Wii on November 19 , 2006 , and was released in Japan , Australia , and Europe the following month . It was included as a pack @-@ in game with the Wii console in all territories except Japan and South Korea , making it the first game included with the launch of a Nintendo system since Mario 's Tennis for the Virtual Boy in 1995 . Wii Sports is now available on its own as part of the Nintendo Selects collection of games and is no longer a pack @-@ in game for the Wii .

The game is a collection of five sports simulations , designed to demonstrate the motion @-@ sensing capabilities of the Wii Remote to new players . The five sports included are tennis , baseball , bowling , golf , and boxing . Players use the Wii Remote to mimic actions performed in real life sports , such as swinging a tennis racket . The rules for each game are simplified to make them more accessible to new players . The game also features training and fitness modes that monitor players ' progress in the sports .

Overall , Wii Sports has been well received by critics and received awards from the gaming press and entertainment community . It is the third best @-@ selling video game of all time , behind Tetris and Minecraft , and is the best @-@ selling game of all time for a single platform as of April 2013 , having outsold the previous best @-@ seller , Super Mario Bros. , also published by Nintendo . As of March 31 , 2016 , 82 @.@ 78 million copies in total had been sold worldwide . Wii Sports has been featured on television in Wii commercials , news reports , and other programming . The game has become a popular means for social gatherings and competitions among players of varying ages . A sequel , Wii Sports Resort , was released in 2009 , featuring Wii MotionPlus support , while a high @-@ definition remake , Wii Sports Club , was released in 2013 for Wii U.

= = Gameplay = =

Wii Sports consists of five separate sports games ? tennis , baseball , bowling , golf , and boxing ? accessed from the main menu . The games use the motion sensor capabilities of the Wii Remote and Nunchuk attachment to control the actions of the on @-@ screen ball pit . The player moves the remote in a similar manner to how the separate games are played in real life ; for example , holding and swinging the Wii Remote like a golf club , baseball bat or bowling ball . Some aspects of the gameplay are computer controlled . In tennis , player movement is controlled by the Wii , while the swinging of the racket is controlled by the player . Baseball consists of batting and pitching , with all of the fielding and baserunning handled by the Wii .

The in @-@ game characters are taken from the Wii 's Mii Channel , which allows the user to create a Mii (a customized avatar) that can be imported into games that support the feature . Wii Sports is the first Wii title to use this feature . Miis saved on the Wii will appear in the crowd during bowling games and as members of human @-@ controlled teams in baseball . The non @-@ player characters in the game were also created using the Mii Channel toolset . Miis created on one Wii can be transferred onto the internal memory of a Wii Remote for use on another Wii with different save data .

After a game , a player is awarded or penalized skill points based on performance relative to the computer 's skill level , though some games do not calculate points during multiplayer sessions . The game keeps track of these points by charting them on a graph , as well as increasing the size of the crowd in Tennis and Boxing single @-@ player modes . After obtaining 1000 skill points in a sport , a player is awarded " pro " level , along with a cosmetic feature for their Mii in Bowling and Boxing . A Mii newly turned pro will receive a message on the Wii Message Board notifying them . Wii Sports also features a fitness test that calculates a player 's fitness age (ranging from 20 to 80 years old , 20 being the best possible) . The test gauges the player 's performance in three randomly chosen challenges in each test from the training mode that have been played at least once , and can only be taken once a day per Mii . Calculating the fitness age takes into account a player 's balance , speed , and stamina . Fitness age results are graphed over one , two , or three

months , with daily results posted on the Wii Message Board .

= = Development = =

Katsuya Eguchi , who managed Software Development Group 2 at Nintendo Entertainment Analysis and Development , produced Wii Sports . With the Wii , Nintendo desired to reach people who had not played video games before . To do this they needed software that allowed both long time and first time players to interact together in a fun way . Nintendo also wanted players to use the system daily and intended Wii Sports to be the console 's flagship title to help accomplish this . Wii Sports was designed as a simple introductory line meant to offer something for both gamers and non @-@ gamers . Sports were chosen as the theme because of the widespread familiarity with them . Rather than feature professional athletes or have realistic graphics , the game was designed to be simple so that anyone could play . Gameplay like running towards a ball in tennis was excluded to maintain simplicity . At one point in development , Mario characters were used , but were removed because of feedback from players who preferred Miis . The game supports a 16 : 9 widescreen ratio and progressive scan , runs at 60 frames per second , and makes use of the Wii Remote 's accelerometer to interpret the player 's motion . Motion @-@ sensing actions , like pitching and hitting , were prioritized to make them as realistic as possible . Because Nintendo did not expect players to purchase the Wii solely to play Wii Sports , they bundled the game with the console ; Nintendo believed players would be more likely to play Wii Sports through this distribution method . They also felt players that enjoyed the game would increase its popularity by word of mouth .

Before the Electronic Entertainment Expo (E3) Media and Business Summit of 2006 , the first sport in the game was announced as Wii Sports : Tennis . It was later announced , at Nintendo 's press conference prior to E3 2006 , it would be part of a sports package . Satoru Iwata introduced this package as Wii Sports , and stated it would include tennis , golf , and baseball . The game was featured as both a video demonstration and an on @-@ stage playable demo . The demo featured Iwata and Reggie Fils @-@ Aime in a doubles tennis match against Shigeru Miyamoto and Scott Dyer , a contest winner . The other sports titles were on display at E3 and shared a similar naming convention to the tennis game such as , Wii Sports : Baseball , Wii Sports : Golf , and Wii Sports : Airplane . At the time , baseball only featured a batting simulation . The airplane title was similar to Pilotwings and required the player to maneuver an airplane through rings within a time frame . It was not included in the final game , but was later incorporated into Wii Sports Resort . At the Nintendo World event on September 14 , 2006 , Reggie Fils @-@ Aime announced that Wii Sports would be included free with the Wii . The bowling and boxing titles were also introduced .

= = Reception = =

= = = Sales = = =

Wii Sports was immensely successful commercially . At the end of 2007 , it was the best @-@ selling Wii game . In Japan , where the game was not included with the system , the game sold 176 @,@ 167 copies in the first two days of release , a record for a seventh generation console game in Japan . By February 2007 , it had sold over a million copies . In early May 2007 , game @-@ industry research firm Media Create placed Wii Sports third in their list of top @-@ 20 games in Japan . It was the best @-@ selling game of 2007 in Japan with 1 @,@ 911 @,@ 520 copies sold . It was the tenth best @-@ selling game in Japan in 2008 , selling 841 @,@ 736 copies in that year . The game sold 45 @.@ 71 million copies ? including bundled copies ? worldwide by March 2009 . By January 28 , 2011 , worldwide sales increased to 75 @.@ 66 million , which has increased to 82 @.@ 78 million as of March 31 , 2016 .

= = = Critical response = = =

Wii Sports received mostly positive reviews from critics . It received a score of 76 % on GameRankings and 76 / 100 on Metacritic . GameTrailers called it a good complement to the Wii system and referred to all five games as a " nice total package " . They commented that the games provided enough gameplay for long time gamers without making it inaccessible to novices . GameTrailers stated , however , that the lack of a tournament mode was a detractor , and did not recommend paying for the game if it did not come bundled with the system . GamePro also commented that the free addition of Wii Sports with the Wii was a positive . Matt Casamassina of IGN called it a " successful showpiece for Nintendo 's new hardware " and enjoyed the ability to import Miis . GameSpot editor Ryan Davis complimented the multiplayer aspect and the fitness test . Reviewers praised the game 's controls and ease of use . Casamassina referred to the controls as " revolutionary " and described them as intuitive . GamePro echoed similar comments , praising the ease of play and realistic motion controls , while Davis commented that the motion controls were sometimes erratic . Common criticism focused on the graphics and lack of depth in the separate games . Casamassina stated that the game " comes up short in depth and visuals " , and called the graphics " generic " and " archaic " . Other reviewers said the graphics were on par with Nintendo 's older gaming systems , the Nintendo GameCube and Nintendo 64 . Davis criticized the oversimplified nature of the games , and GamePro stated that the separate games offered less depth than regular console sports games . Nintendo Power listed Wii Sports along with its sequel Wii Sports Resort as two of the greatest multi @-@ player experiences in Nintendo 's history , stating that everyone from young children to grandparents can enjoy the games . The magazine praised the grouping of sports and the game 's longevity .

The separate games garnered their own reception among critics . Casamassina called bowling , tennis , and baseball " fun and addictive " , while Tom Bramwell of Eurogamer said baseball , golf , and boxing were lacking in gameplay depth when compared to tennis and bowling . PC Magazine columnist John C. Dvorak , an avid bowler , praised the realistic physics used in bowling and stated , " Nintendo did a stupendous job of coding . " He complimented the addition of physical activity to video gaming , but complained that long term use caused his wrist and shoulder to become sore . Casamassina ranked bowling as the best experience of the five . Before its release , IGN 's Craig Harris commented on an exploit allowing easy strikes in the bowling game that removed the challenge and replay value . After the release , he stated that the exploit was not fixed . GameTrailers called golf the most in @-@ depth , but criticized the lack of multiple courses and unpredictable controls when trying to slice or hook a shot . GamePro said golf offered the most content and was the best looking of all the games , but commented that its controls were the most difficult to use . GameTrailers called tennis the most accessible and easy to play , but criticized the difficulty of putting spin on a shot . Casamassina stated that tennis was one of the more enjoyable games , but the lack of movement control was a detractor . GameTrailers called baseball the most " worthless " because of the luck factor associated with the computer @-@ controlled fielding . They called boxing the best workout on Wii Sports , but criticized the difficult timing needed to punch properly . Casamassina criticized boxing for being " like a chore " and ranked it as the worst experience of the five sports .

= = = Awards = = =

Wii Sports 's debut at 2006 E3 garnered it several awards . At the event , it won the Game Critics Award for " Best Sports Game " . 1UP.com listed it as the " Best Wii Game " and " Most Original Game " in their " Best of E3 2006 " feature . Following its release , Wii Sports received multiple awards from various organizations , websites , and magazines . IGN awarded it " Best Sports Game of 2006 " and second best game of 2006 . Time magazine listed the game as the number one game of 2006 in their list of " Top 10 Video Games of 2006 " . Wii Sports won Famitsu 's 2006 " Innovation Award " . Electronic Gaming Monthly awarded it " Best Multiplayer Experience " in their 2006 " 1Up Network Awards " . At the 2007 Interactive Achievement Awards , Wii Sports won " Outstanding Achievement in Game Play Engineering " , " Outstanding Achievement in Game Design " , and "

Outstanding Innovation in Gaming " . In 2007 , the game won the " Innovation Award " and " Best Game Design " at the Game Developers Choice Awards , and won " Grand Prize " in the entertainment division of the Japan Media Arts Festival . At the 2007 British Academy Video Games Awards , Wii Sports won six out of seven award nominations : Sports , Innovation , Gameplay , Multiplayer , Casual , and Strategy and Simulation . The New York Times named wii sports as the Game of the year , also The gaming website Gamasutra said that Wii sports was the most important game of 2006 . In 2010 , the game was included as one of the titles in the book 1001 Video Games You Must Play Before You Die .

= = Impact = =

Wii Sports , a major factor in the Wii 's worldwide success , was the first release among a number of core Wii games being developed at the same time , with the same philosophy ; others were released as Wii Play , Wii Fit , and Wii Music . A direct sequel to Wii Sports , titled Wii Sports Resort , was released in 2009 . The game , along with Wii Fit , has been credited with attracting more casual , female , and elderly gamers . It has also been cited as a game that can provide a bonding experience among family members , and as a means of exercising and losing weight when played regularly . A study involving 13- to 15 ? year @-@ old teenagers was conducted by the Liverpool John Moores University and concluded that players used 2 % more energy than by playing on other consoles . They stated that it was no substitute for playing a real sport , but could contribute to weight management . Wii Sports has been used to aid in the physical therapy of a boxer at the Glenrose Rehabilitation Hospital in Canada , stroke victims in Minneapolis , Minnesota and Raleigh , North Carolina , and injured soldiers in Prescott , Arizona ; Washington , D.C. ; and Landstuhl , Germany . Wired included the game in its list of " The 15 Most Influential Games of the Decade " at # 8 , for its role in popularizing motion controls and having a major impact on the " videogame landscape . "

After the Wii 's release , players began incurring injuries while playing Wii Sports , among other games , when they accidentally hit other players or objects while swinging the Wii Remote . This string of accidents , and others related to players throwing the Wii Remote while playing Wii Sports , prompted Nintendo president Satoru Iwata to develop a campaign to reduce such incidents . In regard to the issue , Nintendo spokesman Yasuhiro Minagawa commented , " People tended to get a bit excited , especially while playing Wii Sports , and in some cases the remote would come loose from their hands . " Nintendo responded by offering replacement Wii Remote wrist straps that were almost twice as thick . Other injuries include muscle , tendon , and ligament injuries from excess playing of simulated sports on the Wii ? dubbed " Wii @-@ itis " .

Wii Sports has become a popular means for social gatherings and competitions . Residents at senior centers and retirement homes have formed leagues using Wii Sports bowling . After its Australian release , Nintendo and Myer , an Australian department store chain , held a Wii Sports tennis tournament in January 2007 in Melbourne , Australia . The winners competed against professional tennis players Pat Cash and Mark Woodforde , and were awarded new Wiis . An unofficial Wii Sports tennis tournament titled " Wiimbledon " was held in the Brooklyn , New York bar Barcade on June 23 , 2007 . It featured 128 competitors , many of whom were dressed in costumes .

Wii Sports has been featured on television multiple times . The game was featured in commercials for the Wii system , and in news features on ABC and NBC . The game has appeared on various comedy shows . An episode of Late Night with Conan O 'Brien featured host Conan O 'Brien competing against his guest , tennis star Serena Williams , in a match of Wii Sports tennis . On an episode of the Rick Mercer Report , former Canadian prime minister Jean Chr tien beat Rick Mercer in a game of Wii Sports boxing . The boxing game also appeared on an episode of The Colbert Report where a clip featured Mii versions of Stephen Colbert and Speaker of the House Nancy Pelosi boxing . At the 80th Academy Awards Show , host Jon Stewart and Jamie Simone Nash were caught playing Wii Sports tennis on one of the event 's gigantic projection screens after a commercial break as part of a joke . Wii Sports has also been featured in mainstream movies such

as Tropic Thunder and in commercials for products such as Kellogg 's Smart Start .

= = Series continuation = =

= = = Wii Sports Resort = = =

A sequel , Wii Sports Resort , was first revealed at Nintendo 's E3 2008 presentation . Development moved forward after the extent of the Wii MotionPlus was realized , though the idea for a sequel existed sooner . The game was released in Japan on June 25 , 2009 before releasing in other markets in July 2009 .

= = = Wii Sports Club = = =

On September 18 , 2013 , Nintendo announced Wii Sports Club for the Wii U Nintendo eShop . The game features the five games of Wii Sports remade in high @-@ definition graphics , with support for the Wii MotionPlus (similar to Wii Sports Resort) and online multiplayer . The game uses a ' Club ' system , in which players are registered to regional or national clubs , communicating with each other via Miiverse , and compete against other clubs for rankings . After a 24 @-@ hour free trial period , players can purchase a day pass to access all of the games , or purchase full access to the individual games . Tennis and Bowling was released on November 7 , 2013 , with the other games to follow at later dates .