

MAKING LIFE MORE FUN

Active Twists Get Gamers Going

(NAPSA)—It seems video gamers are becoming less like couch potatoes and more like jumping beans.

The latest wave in video games uses a motion-based controller that players operate by moving their arms and body, rather than by simply pressing a few buttons. The result is a set of new games that engage players on a number of levels—and that present both a physical and mental challenge.

For instance, “Active Life: Outdoor Challenge” for Nintendo Wii features more than 15 different outdoor-themed games that require players to move every part of their body. It comes with a game mat that the player stands on and uses in unison with the controller while playing.

One of the games is a hurdling race in which the player runs in place on the mat, and actually jumps in the air to make the on-screen character jump over the oncoming hurdles. It’s a deceptively vigorous experience that could leave even the most dedicated fitness aficionado with a quickened pulse.

Plus, there’s enough room on the game mat for two family members to play side by side, which makes for a wonderfully competitive atmosphere. In fact, many of the 15 games can be played by two people and come in competitive



You can find video games that get the whole family moving.

and cooperative varieties, each focusing on a different task.

For example, one game has two players hurtling through an underground track on a mine cart. One player pumps the controller up and down to get the cart moving, while both players shift their balance to the left or right to make it through tight turns. At the end, the players receive a number of scores and ratings, including one that tracks the duo’s teamwork.

The video game is available for \$59.99. For more information, visit www.namcobandaigames.com.