SUNTVIER2010

## Wii Games: Summer 2010 Home Edition




## Welcome to the Wii Games: Summer 2010 Home Edition, Train and Have Fun in the Comfort of your own Home!

## Have Fun at Home!

While you can use this Home Edition to train with your team for the Wii Games: Summer 2010, you can also host your own competitions for fun at home - the Score Card sheet is included to play with your friends and family! If you are training or hosting your own Wii Games: Summer 2010 event, the following are the basics...

Teams have 2-4 players
For all 2-player teams each team member must play at least at least two (2) single-player games
For all 4-player teams each team member must play at least one (1) single-player game
Each team plays all of the games using characters and items available that are not "unlockable"
The Scoring System is based on each team's goal of earning 3,000 points in each game
Each team that completes a game earns 1,000 bonus points for their total score ...every game counts!
Each team should aim for 20,000 points, however, expert players have the capability to earn their team additional points in the

...Get Up and Get Playing!

## Wiisports Basketball 3-Point Contest

## One Player, Three Rounds

1 player from each team plays 3 rounds of the 3 -point contest. The player's overall score will be the total score at the end of the 3 rounds.

## $\times 25$

Multiply your player's 3 round score total by 25 to calculate the total score for this game!

Example: Every Basket AND Every Second Counts!
Tom plays 3 rounds of basketball. He scores a perfect 30 points in round one, 15 points in round two, and 20 in round three. His total score after 3 rounds is 65 . The score of 65 is multiplied by 25 for the total score of 1,625 points. A participation bonus of 1,000 points is automatically added for an official score of 2,625 points. Total baskets for 3 rounds + time remaining on the clock after perfect game $\times 25$ + $1,000=$ official Wii Games: Summer 2010 score.


## Wiisports

Play a Full Game
1 player from each team bowls 10 frames, a complete game of bowling.
$\times 10$
Multiply your player's score by 10 !
Example: Melissa plays Wii Sports Resort Bowling and scores 240 points in 10 frames. Her score is 240 times 10 giving her a total score of 2,400 points. A partici pation bonus of 1,000 points is automatically added for an official score of 3,400 points. Total score after ten frames X $10+1,000=$ official Wii Games: Summer 2010 score.

## tim sura  Battle

## Cooperate don't Compete!

2 or 4 team members must work together to collect as many coins as possible in Coin Battle, World 5-4. The team's overall score will be the total number of coins collected. (Add up each team's individual player scores!)
$\times 10$
Multiply your team's total score by 10 !
Example: Tom and Melissa play New Super Mario Bros. Coin Grab Co-op and get a total of 250 coins. Their score is the number of coins combined times 10 giving them a total score of 2,500 points. A participation bonus of 1,000 points is automatically added for an official score of 3,500 points. Total coins collected X $10+1,000=$ official Wii Games: Summer 2010 score.


## Wiil Fit. Plus Hula Hoop ${ }^{\circ}$

## Spin to Win!

1 player from each team plays the Hula Hoop ${ }^{*}$ game, the player's overall score will be the player's total number of rotations.
$\times 10$
Multiply the total number of rotations by 10 !

Example: Melissa plays Wii Fit Plus Hula Hoop and gets 160 rotations. Her score is 160 times 10 giving her a total score of 1,600 points. A participation bonus of 1,000 points is automatically added for an official score of 2,600 points. Total rotations $X$ $10+1,000=$ official Wii Games: Summer 2010 score.


## manmornaret. Time Trial Wii

## Race the Mushroom Gorge!

1 player from each team races in the time trials of the Mushroom Gorge racetrack. Scores are calculated by using the time-to-point table.
(See the chart on the next page!)

## Aim for $\mathbf{2}$ minutes, Score with the Chart

The minimum course time is 2:45:000, which is 125 points From 2:44:000 to 2:26:000 each second counts as 50 points From 2:25:000 to 2:01:000 each second counts as 75 points From 2:00:000 to 0:01:000 each second counts as 100 points! Don't forget to save the exact time for tiebreakers!

Example: Tom races 3 full laps on Mushroom Gorge at a total course time of 1:59:153. According to the incremental time to-point ratio table his score is 3,100 points. A participation bonus of 1,000 points is automatically added for an official score of 4,100 points. Since his score was $2: 45: 000$ or under he automatically earned 125 points. He scored 50 points per second up until the 2:26:000 benchmark earning him a score of 1,075 points. From 2:25:000 he started earning 75 points per sec ond until he hit the 2:01:000 benchmark giving him a score of 2,925 points. From 2:00:000 he started earning 100 points per second until his final course time of 1:59:153. Mario's total score is 3,100 points plus 1,000 points for the participation bonus equaling 4,100 points as an official score. (The thousandths of a second are only used in the event of a possible tiebreaker at the end of the overall competition). See Scoring Chart on page 4 for details!

## Mushroom Gorge

Time Trial Scoring Chart
Find your time in the chart below to quickly determine the total points you should record on your score sheet．

| $100 \mathrm{pts} /$／scond |  |  |  |  |  | $\xrightarrow{75 \mathrm{pts} / \text { second }}$ |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | $50 \mathrm{pts} / \text { second }$ |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| TIME | $\stackrel{\sim}{\sim}$ | \％ | $\stackrel{\sim}{\square}$ | $\stackrel{\sim}{\stackrel{\circ}{+}}$ | $\stackrel{\sim}{\square}$ | $\|\stackrel{\circ}{\mathrm{i}}\|$ | $\|\stackrel{\Gamma}{\dot{\sim}}\|$ | ～～ | $\stackrel{\substack{\mathrm{i}}}{ }$ | $\left\lvert\, \begin{gathered} \mathrm{d} \\ \hline \end{gathered}\right.$ | $\|\stackrel{\stackrel{\circ}{\mathrm{i}}}{ }\|$ | $\stackrel{\stackrel{\rightharpoonup}{\mathrm{c}}}{ }$ | $\stackrel{\rightharpoonup}{\mathrm{i}}$ | $\|\stackrel{\circ}{\mathrm{i}}\|$ | $\stackrel{\circ}{\dot{c}}$ | $\stackrel{\circ}{\mathrm{i}}$ | $\underset{\sim}{\mathrm{i}}$ | $\|\underset{\sim}{\sim}\|$ | $\stackrel{m}{\dot{\sim}} \mid$ | $\underset{\sim}{\mathrm{i}}$ | $\stackrel{n}{\dot{\sim}}$ | $\stackrel{\circ}{\sim}$ | $\stackrel{\stackrel{\rightharpoonup}{\mathrm{i}}}{ }$ | $\stackrel{\infty}{\dot{\sim}}$ | $\stackrel{\circ}{\dot{\sim}}$ | $\stackrel{\underset{\sim}{\mathrm{j}}}{ }$ | $\bar{\sim}$ | $\underset{\sim}{\mathcal{N}}$ | $\underset{\sim}{\sim}$ | $\underset{\sim}{\sim}$ | $\stackrel{\sim}{\sim}$ | $\stackrel{\sim}{\sim}$ | $\underset{\sim}{\mathrm{N}}$ | $\underset{\sim}{\sim}$ | $\underset{\sim}{\sim}$ | $\stackrel{\circ}{\sim}$ | $\bar{\sim}$ | $\underset{\sim}{\sim}$ | $\stackrel{\sim}{\sim}$ | $\stackrel{\substack{\mathrm{N}}}{ }$ | $\stackrel{\sim}{\sim}$ | $\stackrel{\sim}{\sim}$ | $\stackrel{\tilde{\sim}}{\sim}$ | $\stackrel{\infty}{\sim}$ | $\stackrel{\infty}{\underset{\sim}{i}}$ | $\underset{\sim}{\mathcal{F}}$ | $\underset{\sim}{\mathcal{N}}$ | デ | $\stackrel{\text { ¢ }}{\sim}$ | $\stackrel{\text { ¢ }}{\sim}$ | $\stackrel{4}{4}$ |
| TOTAL PTS | \％ | － | \％ | $\stackrel{\sim}{\sim}$ | － | 8 | ～ | $\stackrel{\text { ® }}{\sim}$ | $\stackrel{N}{\lambda}$ | $\stackrel{\circ}{i}$ | $\left\|\right\|$ | 资 | $\underset{\sim}{\sim}$ | $\mid \underset{\sim}{\circ}$ | $\stackrel{\sim}{\sim}$ | $\stackrel{\sim}{\sim}$ | $\stackrel{\sim}{\sim}$ | $\stackrel{\circ}{i}$ | 岂 | 응 | $\stackrel{\sim}{\infty}$ | \％ | $\stackrel{\sim}{\approx}$ | 웅 | N | \％ | む | 号 | $\stackrel{\sim}{2}$ | $\stackrel{\circ}{\sim}$ | $\stackrel{\sim}{\approx}$ | N00 | ニ | $\stackrel{2}{2}$ | นั | $\cdots$ | ん | N | ฝ̃ | 0 | ば | in | ～ | 尔 | じ | $\stackrel{\sim}{e}$ | ん్ల్ర | $\stackrel{\sim}{\sim}$ | むี | $\stackrel{\sim}{\sim}$ | $\stackrel{\sim}{\sim}$ |



In the event of a tiebreaker，the team that has collected the most coins in New Super Mario Bros．Wii will be declared the winner．However，if the coin totals are identical，then the full recorded time（ $\mathrm{M}: \mathrm{SS}: \mathrm{XXX}$ ）from Mario Kart Wii is used to determine the official winner．



# More Fun Challenges 

For You, Your Team, Your Friends and Family to try at Home!

Featuring:


## Additional Challenges for Fun at Home!

If you, your team, your friends, and family can beat these challenges, you can call yourself a Rookie, Pro or All-Star!


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