IMPORTANT PRECAUTIONS WHEN USED BY CHILDREN:

An adult must explain all Health and Safety Information and usage guidelines and instructions to all children who are going to use the Wii Balance Board. Failure to do so may result in injuries or damage to the system or other property. Observe children during gameplay for proper and safe use of the board. An adult should assist young children when first playing to make sure they understand correct use.

To prevent injury and/or to prevent damage to the Wii Balance Board or surrounding objects, follow these guidelines during gameplay:

- Be aware of your balance so that you do not slip or fall from the board. Avoid more movement than is needed to operate the game you are playing.
- Do not wear shoes or socks while using the board. Playing barefoot should reduce the risk of slipping or falling. If your feet become damp during gameplay, stop and dry your feet and the board before continuing.
- No more than one person should use the board at a time.
- Make sure you have adequate space between you and any other objects or people during game play. Nintendo recommends at least 3 feet (1 meter).
- Avoid stepping or standing on the edges of the board.
- Always place the board on a flat, horizontal and stable surface. Do not use the board on slippery surfaces. If used on thick carpet, attach the Wii Balance Board foot extensions included with the Wii Balance Board. (See page 10 for more information.)
- Do not use the Wii Balance Board if you are under the influence of alcohol or any other substance which could affect your sense of balance or perception and cause you to slip or fall.

⚠ WARNING - Injury Due to Pre-existing Conditions

Gameplay with the Wii Balance Board may require varying amounts of physical activity. Consult a doctor before using the Wii Balance Board if:

- you are or may be pregnant,
- you have heart, respiratory, back, joint or other orthopedic conditions,
- you have high blood pressure,
- you have difficulty with physical exercise, or
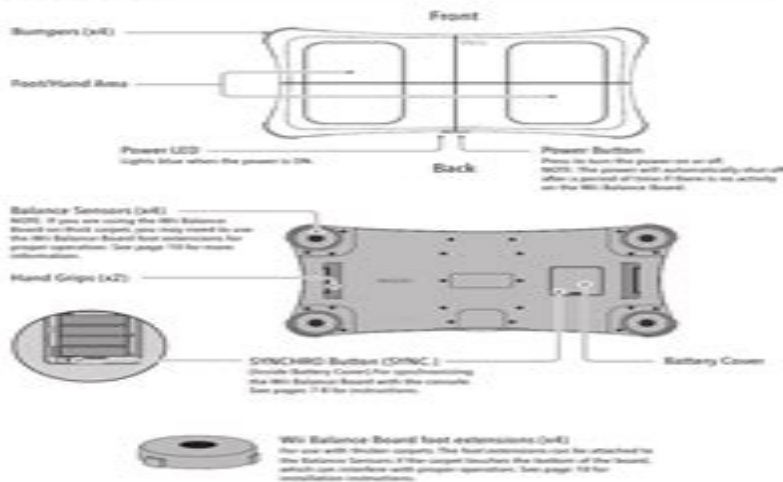- you have been instructed to restrict physical activity.

While using the Wii Balance Board, if you experience excessive fatigue, shortness of breath, chest tightness, dizziness, discomfort or pain, STOP USE IMMEDIATELY and consult a doctor.

⚠ CAUTION - Damage to the Wii Balance Board

Observe the following precautions to avoid damage to the board:

- Do not use the board if you weigh more than 330 lbs (150 kg).
- Do not jump on the board nor use excessive force when operating the game.
- For indoor use only. Do not expose the board to liquids or to extremes of heat or cold.

2

Front

Bumpers (x4)

Foot/Hand Area

Power LED
Lights blue when the power is ON.

Back

Power Button
Press to turn the power on or off.
NOTE: The power will automatically shut off after a period of time if there is no activity on the Wii Balance Board.

Balance Sensors (x4)
NOTE: If you are using the Wii Balance Board on thick carpet, you may need to use the Wii Balance Board foot extensions for proper operation. See page 10 for more information.

Hand Grips (x2)

SYNCHRO Button (SYNC)
Inside Battery Cover. For synchronizing the Wii Balance Board with the console. See page 7-8 for instructions.

Battery Cover

Wii Balance Board foot extensions (x4)
For use with thicker carpets. The foot extensions can be attached to the Balance Sensors if the carpet touches the bottom of the board, which can interfere with proper operation. See page 10 for installation instructions.

3

⚠ WARNING - Battery Leakage

Battery leakage can cause personal injury as well as damage to your accessory. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery residue away from your eyes and mouth. Leaking batteries may make popping sounds. To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix different brands of batteries.
- Nintendo recommends alkaline batteries. Do not use Lithium ion, nickel cadmium (nicad), or carbon zinc batteries.
- Do not leave batteries in the accessory for long periods of non-use.
- Do not recharge alkaline or non-rechargeable batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not use damaged, deformed or leaking batteries.
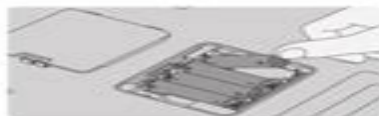- Do not dispose of batteries in a fire.

See next page for instructions on installing batteries.

4

The Wii Balance Board uses AA batteries. Nintendo recommends high-quality alkaline batteries for best performance and longevity of battery life (approximately 60 hours, depending on type of game being played, the amount of wireless communication used and ambient temperature).

If you use rechargeable nickel metal hydride (NiMH) batteries, be sure to follow the manufacturer's guidelines for safety and proper usage. Use a set of four batteries from the same manufacturer with the same specifications. Charge all four batteries at the same time.

1. Remove the battery cover on the bottom of the Wii Balance Board and insert four AA batteries.

2. Be sure to insert the negative (-) end first when inserting new batteries, and remove the positive (+) end first when replacing the batteries.

3. Replace the battery cover.

IMPORTANT: Always replace the battery cover to prevent moisture, dirt, dust or other foreign matter from entering the battery compartment.

CHECKING BATTERY LIFE:
You can check the remaining battery life by pressing the HOME Button on the Wii Remote to bring up the HOME Menu Screen. The battery indicator for the board will appear in the P4 position on the menu screen.
NOTE: If you select Wii MENU or RESET from the menu screen, any unsaved data for the game you are playing will be lost.

5

Wii Balance Board Instructions

Natarajan Meghanathan,B.K. Kaushik,Dhinaharan Nagamalai

Wii Balance Board Instructions:

   Wii Fitness For Dummies Christina T. Loguidice,Bill Loguidice,2010-01-26 A fun and friendly guide to enjoying the benefits of video games with actual fitness results Lose weight find serenity and tone your muscles while playing a video game It s almost too good to be true Yet the Wii offers all of that with fitness games that focus on losing weight achieving balance and building strength Written by an author team of Certified Personal Trainers this friendly guide is aimed at anyone who is eager to take advantage of combining the fun interactive and motivational aspects of video games with traditional fitness activities You ll learn how to use Wii Fit Plus EA Sports Active and other games as part of a sensible workout routine and lifestyle The authors guide you through best practices for doing the exercises and explain how to incorporate a variety of other activities to maintain long term results Wii Fit Plus and EA Sports Active feature different fitness games that focus on losing weight achieving balance and building strength An author duo of Certified Personal Trainers guide you through combining the fun interactive aspect of Wii fitness with traditional fitness activities More than 100 color screen shots serve as helpful examples for performing the routines safely and effectively Using this instructional and innovative book you ll be fit with your Wii   Ebony ,2008-10 EBONY is the flagship magazine of Johnson Publishing Founded in 1945 by John H Johnson it still maintains the highest global circulation of any African American focused magazine   *Games for Health* Ben Schouten,Stephen Fedtke,Tilde Bekker,Marlies Schijven,Alex Gekker,2013-10-16 Founded in 2004 the Games for Health Project supports community knowledge and business development efforts to use cutting edge games and game technologies to improve health and health care The Games for Health Conference brings together researchers medical professionals and game developers to share information about the impact of games playful interaction and game technologies on health health care and policy Over two days more than 400 attendees participate in over 60 sessions provided by an international array of 80 speakers cutting across a wide range of activities in health and health care Topics include exergaming physical therapy disease management health behavior change biofeedback rehab epidemiology training cognitive health nutrition and health education   **The role of body and environment in cognition** Dermot Lynott,Judith Holler,Louise Connell,2014-08-25 Recent evidence has shown many ways in which our bodies and the environment influence cognition In this Research Topic we aim to develop our understanding of cognition by considering the diverse and dynamic relationship between the language we use our bodily perceptions and our actions and interactions in the broader environment There are already many empirical effects illustrating the continuity of mind body environment manipulating body posture influences diverse areas such as mood hormonal responses and perception of risk directing attention to a particular sensory modality can affect language processing signal detection and memory performance placing implicit cues in the environment can impact upon social behaviours moral judgements and economic decision making This Research Topic includes papers that explore the question of how our bodies and the environment influence cognition such as how we mentally represent the world around us

understand language reason about abstract concepts make judgements and decisions and interact with objects and other people Contributions focus on empirical theoretical methodological or modelling issues as well as opinion pieces or contrasting perspectives Topic areas include perception and action social cognition emotion language processing modality specific representations spatial representations gesture atypical embodiment perceptual simulation cognitive modelling and perspectives on the future of embodiment   *Wii For Dummies* Kyle Orland,2010-03-04 Just got a Nintendo Wii game console Thinking about one Wii offers video games exercise tools the opportunity to create a cool Mii character and lot of other entertainment options Wii For Dummies shows you how to get the most from this fun family game system This book shows you how to get physical with Wii Sports turn game time into family time make exercise fun with Wii Fit and discover Wii s hidden talents like displaying photos and browsing the Web You ll learn how to Hook up the Wii to your TV home entertainment setup or high speed Internet connection Get familiar with Wii s unique controllers and learn to use the Nunchuk Balance Board Wheel and Zapper Explore the Wii Channels where you can shop for new games play games online check the news and even watch videos Create Mii avatars you can share enter in contests and use in games Learn to use your whole body as a controller and get fit while you play Identify the best games for parties family events nostalgia buffs and even non gamers Build your skill at Wii tennis golf baseball bowling and boxing Use the Wii Message Board and full featured Web browser With tips on choosing games hot Wii Web sites how to enjoy photos and slideshows on your Wii and ways to prevent damage to and from Wii remotes Wii For Dummies makes your new high tech toy more fun than ever   **Virtual and Mixed Reality - New Trends, Part I** Randall Shumaker,2011-06-24 The two volume set LNCS 6773 6774 constitutes the refereed proceedings of the International Conference on Virtual and Mixed Reality 2011 held as Part of HCI International 2011 in Orlando FL USA in July 2011 jointly with 10 other conferences addressing the latest research and development efforts and highlighting the human aspects of design and use of computing systems The 43 revised papers included in the first volume were carefully reviewed and selected from numerous submissions The papers are organized in the following topical sections augmented reality applications virtual and immersive environments novel interaction devices and techniques in VR human physiology and behavior in VR environments   *Advances in Computational Collective Intelligence* Marcin Hernes,Krystian Wojtkiewicz,Edward Szczerbicki,2020-11-20 This book constitutes refereed proceedings of the 12th International Conference on International Conference on Computational Collective Intelligence ICCCI 2020 held in Da Nang Vietnam in November December 2020 Due to the the COVID 19 pandemic the conference was held online The 68 papers were thoroughly reviewed and selected from 314 submissions The papers are organized according to the following topical sections data mining and machine learning deep learning and applications for industry 4 0 recommender systems computer vision techniques decision support and control systems intelligent management information systems innovations in intelligent systems intelligent modeling and simulation approaches for games and real world systems experience enhanced intelligence

to IoT data driven IoT for smart society applications of collective intelligence natural language processing low resource languages processing computational collective intelligence and natural language processing **Advanced Computing** Natarajan Meghanathan,B.K. Kaushik,Dhinaharan Nagamalai,2010-12-14 This volume constitutes the third of three parts of the refereed proceedings of the First International Conference on Computer Science and Information Technology CCSIT 2010 held in Bangalore India in January 2011 The 46 revised full papers presented in this volume were carefully reviewed and selected The papers are organized in topical sections on soft computing such as AI Neural Networks Fuzzy Systems etc distributed and parallel systems and algorithms security and information assurance ad hoc and ubiquitous computing wireless ad hoc networks and sensor networks Ebony ,2008 **Bilateral Vestibulopathy - Current Knowledge and Future Directions to Improve its Diagnosis and Treatment** Bryan K. Ward,Alexander A. Tarnutzer,2018-11-02 Many patients with bilateral vestibulopathy experience chronic oscillopsia due to failure of the vestibulo ocular reflex and gait instability due to failure of vestibulo spinal reflexes There are numerous potential contributing factors however many cases remain idiopathic The diagnosis of bilateral vestibulopathy is often delayed placing patients at risk for unnecessary diagnostic tests and late initiation of treatment Novel diagnostic tests offer new opportunities to characterize patterns of vestibular impairment With the advent of new therapies there is urgency to define and better understand patients with bilateral vestibulopathy This collection includes topics such as an exploration of the large class of patients with bilateral vestibulopathy currently considered idiopathic by identifying novel pathophysiologic mechanisms Other topics include a historical perspective on early recognition the impact of bilateral vestibular impairment on quality of life and how advances in diagnostics are refining our understanding of what it means to have bilateral vestibulopathy New developments in treatment strategies for patients with bilateral vestibulopathy are also featured *Universal Access in Human-Computer Interaction. Design Approaches and Supporting Technologies* Margherita Antona,Constantine Stephanidis,2020-07-10 This two volume set of LNCS 12188 and 12189 constitutes the refereed proceedings of the 14th International Conference on Universal Access in Human Computer Interaction UAHCI 2020 held as part of the 22nd International Conference HCI International 2020 which took place in Copenhagen Denmark in July 2020 The conference was held virtually due to the COVID 19 pandemic The total of 1439 papers and 238 posters have been accepted for publication in the HCII 2020 proceedings from a total of 6326 submissions UAHCI 2020 includes a total of 80 regular papers which are organized in topical sections named Design for All Theory Methods and Practice User Interfaces and Interaction Techniques for Universal Access Web Accessibility Virtual and Augmented Reality for Universal Access Robots in Universal Access Technologies for Autism Spectrum Disorders Technologies for Deaf Users Universal Access to Learning and Education Social Media Digital Services eInclusion and Innovation Intelligent Assistive Environments Development of stroke systems of care across the globe Sheila Cristina Ouriques Martins,Carlos Molina,Raul Nogueira,2023-10-25 *Physical Management for Neurological*

Conditions E-Book Sheila Lennon,Gita Ramdharry,Geert Verheyden,2018-07-28 The second edition of the Neurological Physiotherapy Pocketbook is the only book for physiotherapists that provides essential evidence based information in a unique and easy to use format applicable to clinical settings Written by new international editors and contributors this pocketbook provides quick and easy access to essential clinical information Comprehensive and handy reference on physical management and movement limitations suitable to any health care context and environment Use of eclectic approach which focuses on selecting the appropriate evidence based tools to assess and treat neurological conditions without subscribing to any specific treatment approaches International case studies are presented to provide worldwide scientific evidence Fully revised by international contributors with the inclusion of 8 new chapters covering Common impairments Inherited neurological disorders Complex case management Virtual reality and interactive gaming technologies **What Is a Game?** Gaines S. Hubbell,Matthew Wilhelm Kapell,2020-02-14 What is a videogame What makes a videogame good If a game is supposed to be fun can it be fun without a good story If another is supposed to be an accurate simulation does it still need to be entertaining With the ever expanding explosion of new videogames and new developments in the gaming world questions about videogame criticism are becoming more complex The differing definitions that players and critics use to decide what a game is and what makes a game successful often lead to different ideas of how games succeed or fail This collection of new essays puts on display the variety and ambiguity of videogames Each essay is a work of game criticism that takes a different approach to defining the game and analyzing it Through analysis and critical methods these essays discuss whether a game is defined by its rules its narrative its technology or by the activity of playing it and the tensions between these definitions With essays on Overwatch Dark Souls 3 Far Cry 4 Farmville and more this collection attempts to show the complex changes challenges and advances to game criticism in the era of videogames Computational Science and Its Applications -- ICCSA 2013 Beniamino Murgante,Sanjay Misra,Maurizio Carlini,Carmelo Torre,Hong-Quang Nguyen,David Taniar,Bernady O. Apduhan,Osvaldo Gervasi,2013-06-22 The five volume set LNCS 7971 7975 constitutes the refereed proceedings of the 13th International Conference on Computational Science and Its Applications ICCSA 2013 held in Ho Chi Minh City Vietnam in June 2013 Apart from the general track ICCSA 2013 also include 33 special sessions and workshops in various areas of computational sciences ranging from computational science technologies to specific areas of computational sciences such as computer graphics and virtual reality There are 46 papers from the general track and 202 in special sessions and workshops **Human Interface and the Management of Information. Information Presentation and Visualization** Sakae Yamamoto,Hirohiko Mori,2021-07-03 The two volume set LNCS 12765 12766 constitutes the refereed proceedings of the thematic area Human Interface and the Management of Information HIMI 2021 which was held as part of HCI International 2021 and took place virtually during July 24 29 2021 The total of 1276 papers and 241 posters included in the 39 HCII 2021 proceedings volumes was carefully reviewed and selected from 5222 submissions The papers included in the HCII HIMI

volume set were organized in topical sections as follows Part I Information presentation visualization and decision making support information in VR and multimodal user interfaces Part II Learning in information rich environments supporting work collaboration and design intelligent information environments Universal Access in Human-Computer Interaction. Theory, Methods and Tools Margherita Antona,Constantine Stephanidis,2019-07-10 This two volume set constitutes the proceedings of the 13th International Conference on Universal Access in Human Computer Interaction UAHCI 2019 held as part of the 21st International Conference HCI International 2019 which took place in Orlando FL USA in July 2019 The total of 1274 papers and 209 posters included in the 35 HCII 2019 proceedings volumes was carefully reviewed and selected from 5029 submissions UAHCI 2019 includes a total of 95 regular papers they were organized in topical sections named universal access theory methods and tools novel approaches to accessibility universal access to learning and education virtual and augmented reality in universal access cognitive and learning disabilities multimodal interaction and assistive environments Encyclopedia of Video Games Mark J. P. Wolf,2021-05-24 Now in its second edition the Encyclopedia of Video Games The Culture Technology and Art of Gaming is the definitive go to resource for anyone interested in the diverse and expanding video game industry This three volume encyclopedia covers all things video games including the games themselves the companies that make them and the people who play them Written by scholars who are exceptionally knowledgeable in the field of video game studies it notes genres institutions important concepts theoretical concerns and more and is the most comprehensive encyclopedia of video games of its kind covering video games throughout all periods of their existence and geographically around the world This is the second edition of Encyclopedia of Video Games The Culture Technology and Art of Gaming originally published in 2012 All of the entries have been revised to accommodate changes in the industry and an additional volume has been added to address the recent developments advances and changes that have occurred in this ever evolving field This set is a vital resource for scholars and video game aficionados alike *Playing to Win* Robert Alan Brookey,Thomas P. Oates,2015-01-12 In this era of big media franchises sports branding has crossed platforms so that the sport its television broadcast and its replication in an electronic game are packaged and promoted as part of the same fan experience Editors Robert Alan Brookey and Thomas P Oates trace this development back to the unexpected success of Atari s Pong in the 1970s which provoked a flood of sport simulation games that have had an impact on every sector of the electronic game market From golf to football basketball to step aerobics electronic sports games are as familiar in the American household as the televised sporting events they simulate This book explores the points of convergence at which gaming and sports culture merge Physical exercise for age-related neuromusculoskeletal disorders Xue-Qiang Wang,Min Hu,Li Li,Dongsheng Xu,Howe Liu,2023-01-19

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