

SportsVision MAGAZINE

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PORTABLE VISION TRAINING

Upcoming Nintendo game promises vision training workouts in only minutes a day

July 2007. Nintendo announced, at the E3 Media & Business Summit in Santa Monica, California this July, that it will release a new vision training game this Fall.

The game, called *Flash Focus: Vision Training in Minutes a Day*, is designed to help users sharpen their concentration with a series of tests of hand-eye coordination, eye agility, reaction time and peripheral vision. "Top-rated athletes have long used computerized vision trainers to help them take better aim before they swing at the ball," said a Nintendo spokesperson. "Now, *Flash Focus* puts this same technology into the palm of your hands."

Of course, the product isn't only a series of tests; it also includes a collection of minigames designed to give your visual system a workout. Some of the games include:

Symbol Order: Three symbols flash on the screen in any of 12 boxes. One symbol appears at a time for only a split second.

Working your visual memory, the challenge is to remember each symbol and then enter all

three symbols in the order in which they appeared.

Box Tap: Like whack-a-mole, this game requires you to quickly tap a series of moving red boxes before they disappear. The more red boxes you successfully tap, the higher your score.

Number Flash: In this activity, numbers flash very briefly on the top screen. Users must then choose the correct number. As the activity gets harder, the number sequence gets longer.

Box Track: In this game, a circle is placed in one of three boxes. The challenge is to follow the box with the circle in it as the three shuffle rapidly on the screen. Users must then tap the box with the circle in it.

Circle Spot: In this activity, symbols appear for a split second in 12 boxes arranged on the touch screen. Users must identify the only circle among the symbols.

Letter Count: Users quickly memorize the target letter, then count how many times it appears

as a fast-moving series of letters moves across the screen.

Fast Match: Users quickly look at the two symbols as they flash on the screen, then decide if they matched by tapping on the touch screen.

Baseball: To get a hit, you must tap the ball on the touch screen as the pitch crosses the plate. With each hit, the strike zone gets bigger, making it more challenging to hit the pitch.

Boxing: Punch the glove by tapping the center of the target before the sparring partner lowers it. Earn extra points for a clean hit in the center of the glove with perfect accuracy.

Table Tennis: Users slide the stylus across the screen to volley the ball back to their opponent. Survive 40 volleys to earn a perfect score.

You'll definitely want to keep an eye out for this game when it ships in October. ■

Source: Nintendo press release- July 15, 2007