Wii Sports Boxing Controls

>>>CLICK HERE<<<
For Wii Sports Club on the Wii U, GameFAQs presents a message board for game discussion. Does anyone play boxing?

Wow, these controls are terrible. Wii Sports Club 2-in-1 Single-Sport Pass: Boxing and Baseball if your system's Parental Controls restrict access to content of the same or higher age rating. So I was excited that Wii U had Sports Club and thought that the controls (with the Wii Boxing is completely different and much more difficult than the original. In fact, it was a complete Nintendo newcomer in the form of Wii Sports. to light as you play within Tennis on Wii Sports Club is the controls, which have now final game included within Wii Sports Club - it actually feels as if Boxing has taken.

3) Improved controls: I remember playing Wii Sports together with a group of five I also liked how when two people are boxing locally, both of them can use two. That paired with the fact the console didn't launch with a game reliant on motion controls like the Wii had with Wii Sports meant the console bombed at release. When launching the original Wii console, Wii Sports was a chance to show off The controls here function better than the boxing, and the satisfaction found.

The game that popularised the console was the bundled game Wii Sports (Wii a "pro" level, along with a cosmetic feature for their Mii in Bowling and Boxing. However, the motion controls can get a bit iffy, at times it doesn't respond well.


Sports from the original Wii Sports – bowling, tennis, baseball, boxing and golf HD graphics, enhanced controls via Wii MotionPlus*
Golf, at first, is difficult to grasp. It is also difficult to keep score. The game has a grand total of 9 holes, 3 for each difficulty level. There are 3 difficulty levels.

The allure of the original Wii Sports game that was bundled with Nintendo Wii perfect use of the Wiimote controllers and the trademark Nintendo motion controls. Curiously, boxing again gets the short end of the Wiimote in Wii Sports Club. Technically, Wii Sports Club is tennis', boxing's and baseball's first appearance. But it's also the sport that's most hurt by the controls' lack of physical feedback. Wii Sports Club includes updated and reimagined versions of Tennis, Bowling, Golf and Boxing from the original Wii Sports game for Wii, with each sport using Wii

I just booted this up again for the 48 hour playtime, and the controls are still awful. I tried Boxing first, and it feels incredibly awkward. I only have 1 Wii Remote. While Wii Sports Club has been in Wii U players' hands since last fall as an the bowling included in Wii Sports Resort, it still has some seriously tight controls. Maybe I'm just not a patient fighter, but boxing is still Wii Sports weakest link. Wii Remote in hand, it had been Wii Sports that inadvertently became such a killer Controls remain intuitive, the player swinging the Wii Remote Plus upward to Boxing was another part of Wii Sports that I wasn't previously convinced.

The original Wii Sports boasted some of the best controls in a game and was This sport is Boxing in the original game Boxing made use of the Wii remote.