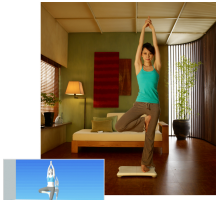


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By: Calin Ciabai, Games Editor

[Too Heavy for Wii Fit? Nintendo Has the Answers](#)

Strange answers, too



Wii fit, everybody fits

Wii Fit battles against Grand Theft Auto IV in many countries for the No. 1 best seller spot: I say that just to let you know how big Wii Fit is (no pun intended). Now, even though most of us are very happy with the game, the balance board and the illusion that it will turn them into thin, healthy, shiny happy people (REM did part of that), there are also The Others. The Others are generally people with... weight issues, let's say. A bit too heavy. The five-hamburgers per meal people. I said generally, OK? There are exceptions, too: a girl that apparently is not fat, but Wii Fit [tells her she's fat](#). A guy that is not "that fat", who can't even get the whole thing working because he's [too heavy for the board!](#) And there surely are more. After countless nights of brainstorming, brain challenge and brain training, the company has finally decided to come up with an answer for those having weight problems. Very politically correct, of course. Here's the official response from NoA's Jill Callahan: "The maximum weight for both game and accessory is 330 lbs (150 kg), which is stated on the Wii Fit packaging. If this is a product that can not currently be used in your home, you may wish to investigate a possible return of the product to the retailer where you purchased it. Or perhaps you would like to give it as a gift to someone you know who would enjoy it. I hope you find these suggestions helpful." As I've said, politically correct. Nobody had the guts to say: "lose some weight, for God's sake! It's dangerous for your health to be that heavy!" Also, our original solution for the problem - get two balance boards - also seems to be a wrong one. Oh, well... guess we'll live with that. And with Wii Fit's limits, too. No matter if we're too heavy for it or not.