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[Wii Lightsaber in the Next Star Wars Game](#)

Wiincredible Jedi wars

Just the other day, the man in charge at LucasArts mentioned that there might be a new [Star Wars](#) game coming, bringing some neat content for those Wii fans. It seems that they'll be able to use the Wiimote like a virtual lightsaber turning the likes of Darth Vader into ash with a single swing of the white thingie. I bet that this has crossed the gamers' minds more than once, specially while playing Red Steel and wielding a virtual sword. Well, that title didn't do so well with the swordplay and all, because it had limited movements, but we might finally see some quality when the new Wii-based [Star Wars](#) game comes out. Obviously we'd also like to hear the trademark lightsaber sound effect coming from the Wiimote and if that's the case, the following installment in the Star Wars series will be a hit. Most of the Wii fans have been sweating with Wii Sports till now complimenting the use of the Wiimote and Nunchuck. Wait till they get their hands on a virtual lightsaber and if the game has a two player mode, we'll surely take the famous father-son duel to our livingrooms. Still I wonder: what will the Nunchuck be used for? It might be the extra laser gun, it might just be a standard punch to the face...Maybe we'll even use it to parry, like we did in Red Steel, but this time there's no broken sword to do the job. The climax of the whole experience? Stick two Wiimotes together and turn two lightsabers into a double lightsaber for twice as much action! We might see those features, or even better, but let's drop the excitement and wait for a couple of updates before making plans for our next [Jedi](#) training session.