



Wii™



Wii Play™



Instruction Booklet

Mode d'emploi

Folleto de Instrucciones

PLEASE CAREFULLY READ THE Wii™ OPERATIONS MANUAL COMPLETELY BEFORE USING YOUR Wii HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS MANUAL CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠ WARNING – Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition, should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

Convulsions	Eye or muscle twitching	Altered vision
Loss of awareness	Involuntary movements	Disorientation

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

⚠ WARNING – Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendonitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

⚠ WARNING – Motion Sickness

Playing video games can cause motion sickness in some players. If you or your child feels dizzy or nauseous when playing video games, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

IMPORTANT LEGAL INFORMATION

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REV-P

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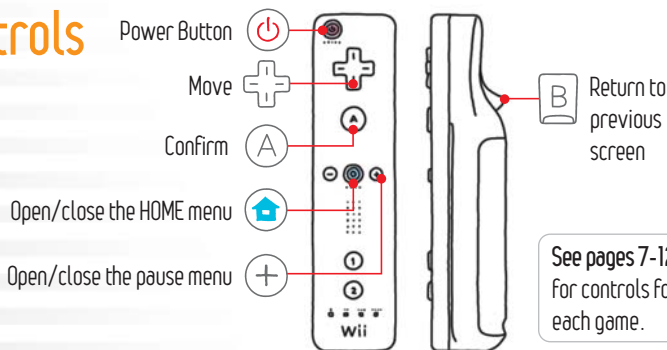
Nintendo's address is: Nintendo of America Inc., P.O. Box 957, Redmond, WA 98073-0957 U.S.A.

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Controls



Holding the Wii Remote™

Put your hand through the wrist strap and fasten it to prevent it from getting away from you.

Hold the Wii Remote as shown here and aim at the screen.



In Charge!, hold the Wii Remote on its side so that the  is on your left. See page 23.



Getting Started

1

Start the Game

Insert the Wii Play Game Disc into the Wii console's Disc Slot. If the power is off, this will turn your Wii console on. You will see the screen shown on the right. Press (A) to continue.

⚠ WARNING—HEALTH AND SAFETY

BEFORE PLAYING, READ YOUR OPERATIONS
MANUAL FOR IMPORTANT INFORMATION
ABOUT YOUR HEALTH AND SAFETY.

Also online at
www.nintendo.com/healthsafety/

Press (A) to continue.

You can insert the Wii Play Game Disc even if the power is already on.

2

Select Wii Play

Point the cursor at the Disc Channel on the Wii Menu and press (A).



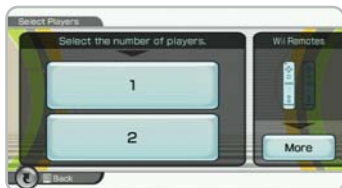
On the Channel Preview screen, point at Start and press (A).



After a brief reminder to wear the Wii Remote wrist strap, press (A) and (B) at the same time to begin playing.

3

Set the Number of Players



To play a two-player game, you need to have two Wii Remotes. To add more Wii Remotes, point at More and press (A).



Adding More Wii Remotes

Point the Wii Remote that you want to add at the screen and press (1) and (2) at the same time.

You don't need to follow this step when the additional Wii Remote is already registered on the Wii console.

4

Choose Your Mii

First, you'll have to choose a source for your Mii™. Point the cursor at an option and press (A).



Wii Console	Select a Mii from ones stored on the Wii console.
Guest	Select a generic Mii.
Wii Remote	Select a Mii stored on the Wii Remote. For more information on saving a Mii onto the Wii Remote, please read the Wii Operations Manual included with the Wii console.

Select your Mii and choose OK.



Regarding Miis

- Wii Play uses Miis you created in the Mii Channel in each of its nine games. Wii Play automatically saves your records, such as your medals and personal high scores, for each game.
- You cannot save records for games played with a guest Mii or one saved on the Wii Remote. In addition, please be aware that when you delete a Mii in the Mii Channel, its game records also will be erased. Once you delete game records, you can't restore them. Please be very careful when you erase a Mii.
- For more information on making Miis in the Mii Channel, please read the Wii Operations Manual: Channels and Settings.

5 Select a Game to Play



The first stage is Shooting Range. See page 7. Once you're finished, you can play the game in the next stage. Point at the game you want to play and press (A).



Read the simple control description, and press (A) to start the game.

6

Play the Game

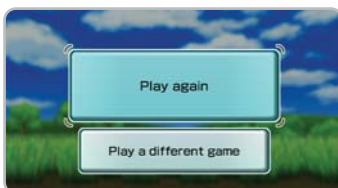
▶ For one player, see step 7.

▶ For two players, see step 8.

7

Check My Record

After a single-player game, you will see the My Record screen, tracking the five best scores for that game. If you beat the high score, you'll earn a New Personal Best! If you place on the scoreboard, you'll earn a New Record! Records are saved automatically. The screen on the right appears when you press (A). Select one of the options.



Medals

If you earn a high enough score in each game, you'll earn a bronze, silver, gold, or platinum medal.

Wii Message Board

On certain special occasions, like when you earn a medal, Wii Play will post a message on the Wii Message Board. For more information on the Wii Message Board, please read the Wii Operations Manual: Channels and Settings.



8

View Results

After a two-player game, you will see the results for your match.



Wins and losses disappear if you return to the Select Players screen. See page 4.

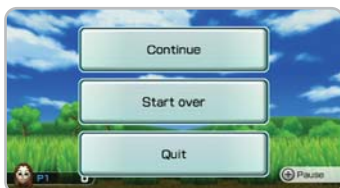
Saving

Wii Play uses one block of memory in the Wii System Memory. If you delete the file from the Wii System Memory, you will lose all saved data, including game records for your Miis. Please be careful, because once the data is deleted, you can't restore it. For more information on deleting files in the Wii System Memory, please read the Wii Operations Manual: Channels and Settings.

Pause Menu



Press  to display the pause menu during the game.



Continue	Return to the game.
Start over	Start the game from the beginning.
Quit	Return to the game-selection screen. See page 5. If you quit before finishing a game, your score for that game will not be saved.

HOME Menu



Press  to display the HOME menu.



Wii Menu	Return to the Wii Menu. See page 4.
Reset	Reset the game and return to the title screen. See page 4.
Wii Remote Settings	Adjust the Wii Remote settings, such as the Rumble and volume.

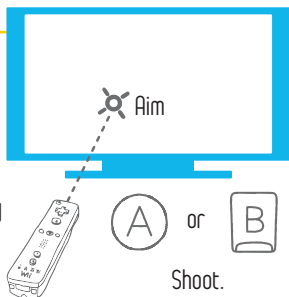


Shooting Range

Shoot down the targets as they appear.
This game introduces basic pointing techniques.

How to Play

Aim at the screen and move the cursor.



Rules

You get bonus points for hitting five or more targets in a row without missing.

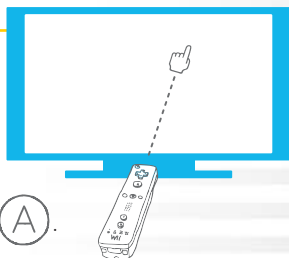
You can also play a single-player game with two Wii Remotes at the same time. Register two Wii Remotes and hold one in each hand to play.

In a two-player game, the player with the higher score wins.



Find Mii

Pick the right Mii or Miis from the crowd before time runs out. This game uses Miis to help you master your pointing skills.



How to Play

Find the right Mii and press **A**.

Press **B** to see what you're looking for.

Rules

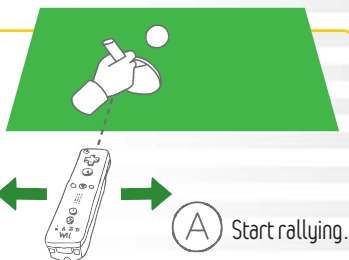
When you pick the right Mii, you score points and earn more time on your timer. If you pick the wrong Mii, you lose a few seconds from your timer.

In a two-player game, you and a friend race to find the right Mii first. You lose points if you pick the wrong one. When one of you finds the right one, you move on to the next stage. The player with the higher score at the end wins. Finding the right Mii does not earn you extra time in two-player games.



Table Tennis

Return the ball with the paddle as many times as possible. This game helps improve your speed and accuracy with the Wii Remote's pointer.



How to Play

You don't need to swing the paddle. Just point at the screen and move the paddle—the paddle will swing at the ball automatically.

Rules

In a two-player game, press **A** to serve the ball. The first player to score eleven points wins. If you hit the ball while moving the paddle left or right, the ball's course will change.



Pose Mii

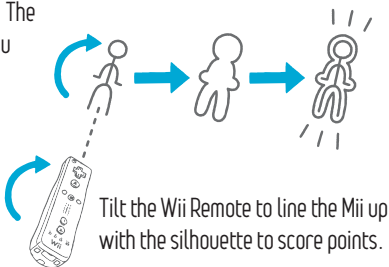
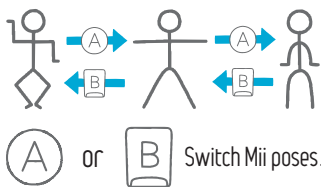
Change your Mii's pose to one of three poses and match the silhouette in the bubble. This game relies on twisting the Wii Remote.

How to Play

You miss if a bubble falls off the screen. The game ends when you miss three times.

Rules

In two-player games, don't let your bubbles fall off the screen or you will lose points. The player with the higher score at the end wins.



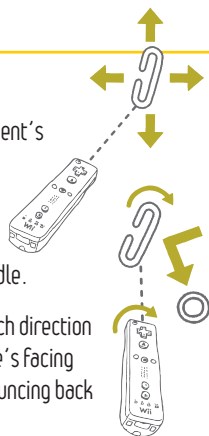
Laser Hockey

Use the paddle to strike the puck into your opponent's goal. This game uses fast pointing and twisting movements.

How to Play

Point at the screen to move the paddle.

Twist the Wii Remote to change which direction the paddle faces. Change the paddle's facing and hit the puck to send the puck bouncing back at a different angle.



Rules

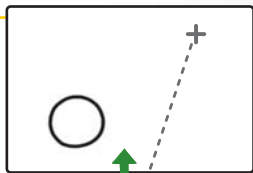
To switch to a round paddle, press **A** and **B** simultaneously during the countdown before the game begins.

In a two-player game, the first player to score eight points wins.



Billiards

Strike the cue ball and sink the other balls into the pockets. In this game, you will begin moving the Wii Remote toward and away from the TV screen.



1 Aim the Ball

Point anywhere on the table other than at the cue ball. Hold down and move the Wii Remote.

You can also use .

View the table from the top.



How to Play

2 Decide Where to Strike

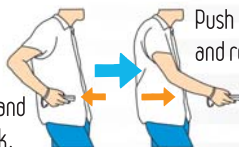
Point at the cue ball and decide where to strike it. Strike near the bottom of the cue ball to give it backspin. Hit near the top to give it topspin.

Show the cue stick.



3 Strike the Cue Ball

Hold down and pull straight back.



Push straight forward and release .

Rules

Aim your cue ball at the ball with the lowest number. (A cursor on-screen will help you find the right ball.) The fewer shots you use to sink all of the balls, the higher your score.

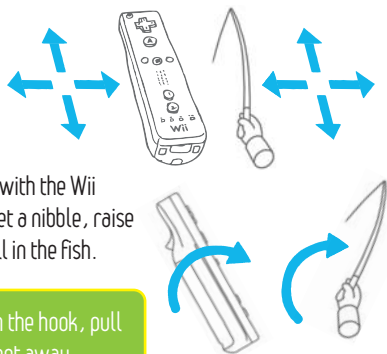
In a two-player game, the player whose face appears on the cue ball goes first. Aim for the ball with the lowest number on the table. You earn the number of points shown on any ball you sink. If you sink a ball, you can keep shooting. The player with the higher score at the end wins.

If you sink the cue ball or strike a ball with the wrong number before hitting the right ball, you earn a foul and lose points. If you foul, you can place the cue ball wherever you like in a single-player game. In a two-player game, your opponent places the cue ball.



Fishing

Fish for high scores. This game uses a full range of movement forward, back, left, right, up, and down.



How to Play

Move the fishing rod with the Wii Remote. When you get a nibble, raise the Wii Remote to pull in the fish.

Rules

Once you get a nibble on the hook, pull back, or the fish might get away.

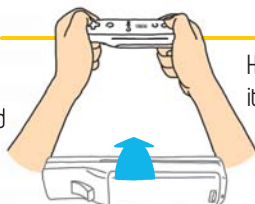
When you catch the Bonus fish, you earn twice as many points. The Bonus fish changes regularly. As your time starts to run out, a timer will appear.

In a two-player game, the player with the higher total score wins. When both players get a nibble from the same fish, whoever hoists the Wii Remote first catches the fish.



Charge!

Ride the cow and head for the goal as you knock over scarecrows. This game uses the Wii Remote on its side.



Hold the Wii Remote on its side so that the  is on your left.

Tilt forward: Run.

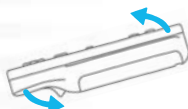


Tilt back: Slow down.

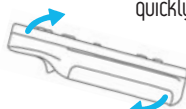


Raise the Wii Remote quickly to jump.

How to Play



Tilt left: Turn left.



Tilt right: Turn right.

Rules

If you knock down all of the scarecrows in a group, you score more points.

In a two-player game, the player with the higher score at the end wins.



Tanks!

Fire shells at the enemy tanks and drop mines as you steer the tank. This game uses both  and the Wii Remote pointer.



How to Play



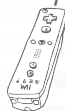
Drop mines.



Fire shells.



Steer tank.



Point at the screen and move to aim.

Rules

You lose a tank if you get hit by a shell or caught in a mine's explosion. The game ends when you have no more tanks left.

You can fire up to five rounds at once. You can set up to two mines at a time. Mines explode if you hit them with a shell, when a tank gets close to them, or once enough time elapses.

In a two-player game, you win if you destroy more CPU tanks than your opponent. If at least one of you still has tanks, you move on to the next mission.



Playing with the Nunchuk

Connecting the Nunchuk allows you to move the tank with the Control Stick. Other controls remain the same.



If both players use the Nunchuk to battle against one another, each player needs a Wii Remote and a Nunchuk.



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Para obtener más información sobre nuestros foros, visita **www.nintendo.com/community**.

Si no tienes acceso a nuestra página web, puedes encontrar consejos grabados para muchos de nuestros juegos a través del Power Line de Nintendo, llamando al (425) 885-7529. Esta puede ser una llamada de larga distancia, así que por favor, pide permiso a la persona encargada de pagar la factura del teléfono.



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