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Thank you for selecting NINTENDO LAND™ for Wii U™.

This software is designed only for use with the European/Australian version of the Wii U console. Please read this manual carefully before using this software. If the software is to be used by young children, the manual should be read and explained to them by an adult.

Before use, please also read the content of the  Health and Safety Information application on the Wii U Menu. It contains important information that will help you enjoy this software.

Language Selection

The in-game language depends on the one that is set on the console. This title supports eight different languages: English, German, French, Spanish, Italian, Dutch, Portuguese and Russian.

You can change the in-game language by changing the language setting of your console. You can change the console language in  System Settings.

Age Rating Information

For age rating information for this and other software, please consult the relevant website for the age rating system in your region.

PEGI (Europe):

www.pegi.info

USK (Germany):

www.usk.de

COB (Australia):

www.classification.gov.au

OFLC (New Zealand):


www.censorship.govt.nz



NINTENDO LAND is a theme park featuring 12 different attractions. You visit as your own Mii™ character and play a variety of attractions for between one and five players, taking on the role of Nintendo characters such as Mario.

The following controllers can be used with this software when they are paired with the console.



- ◆ Unless stated otherwise, "Wii Remote" refers to both the Wii Remote and Wii Remote Plus.
- ◆ Where "Wii Remote Plus" is specified, you can use either a Wii Remote Plus or a Wii Remote with the Wii MotionPlus™ accessory attached.
- ◆ Only one Wii U GamePad can be used with this software at a time.
- ◆ To play most multiplayer modes, each player needs a separate controller.
- ◆ In the Attraction Tour  20 , up to five people can play with just a Wii U GamePad and at least one Wii Remote.
- ◆ A Sensor Bar is required when using the Wii Remote. For more information about Sensor Bar placement, read the Wii U Operations Manual.

Pairing Controllers

Open the HOME Menu and select CONTROLLER SETTINGS ⇒ PAIR.

Follow the on-screen instructions to pair your controller.



This section explains the basic controls used outside the attractions. To learn the controls for the park's attractions, refer to the corresponding page for each attraction.

Menu Controls

Wii U GamePad

Wii Remote

Select	+ / L	+
Confirm	A	A / 2
Cancel	B	B / 1

Nintendo Land Plaza Controls

● Wii U GamePad

Move	L
Jump	ZR
Interact	Press ZR (while next to object) / Touch object

Turn camera left/
right



Look around freely

Move GamePad

Zoom camera

Press and hold ZL

● Wii Remote

Interact

Press A (while pointing
at object)



1 Options

Adjust the camera and microphone on the Wii U GamePad, the sensor bar correction feature and other settings.


2 Nintendo Land Plaza 6

Playing an Attraction

Select an attraction and follow the on-screen instructions to begin.



View Results

After the attraction, you'll see the results screen and receive Nintendo Land Coins  6 .



Pause Menu

Press ⊕ to display the pause menu, where you can restart the attraction or calibrate the Wii U GamePad or any Wii Remote.



Take control of a Mii from your Wii U console and walk up to an attraction gate to play that attraction. You can use Nintendo Land Coins earned from attractions to win prizes at the Central Tower. These prizes will appear in the plaza for you to enjoy. Touch them to see how they react.





1 Central Tower

2 Zoom

Switch between camera views.

3 Nintendo Land Coins

4 Menu ← 5

When you connect to the internet and use  Miiverse™  21, the following icons will be added.



Make a post.



Hide or display posts.




Saving

Your data is saved automatically when you play attractions. You'll see  when saving is in progress.



Deleting

To delete all existing data, open  System Settings from the Wii U Menu and select DATA MANAGEMENT. Follow the on-screen instructions.

About Mii Characters

To play with other Mii characters, you must have them set as favourites in Mii MAKER™. If you delete a Mii with NINTENDO LAND save data in Mii MAKER or remove it from your favourites, you can carry the save data over to another favourite Mii. Please follow the on-screen prompts carefully when doing so.







Game Controls




● Archer: Wii U GamePad

Turn left/right	
Shoot arrows	Pull down and release.
Charge shot	Hold down to charge, then release to fire.
Look around	Move the GamePad to look around freely.
Reset view	Adjust manually using .
Refill arrows	Point the GamePad down.

Dodge

Follow the on-screen prompt.

● Swordsman (1-3 players): Wii Remote Plus

Swing sword	Swing the Wii Remote Plus.
Spin attack	Hold the Wii Remote Plus up to charge and then swing it horizontally or vertically.
Reset sword position	Point the Wii Remote Plus towards the TV and press  .
Raise shield	
Change target	

Battle Quest

● 1-4 Players

The player with the GamePad controls the archer, and players using a Wii Remote Plus act as swordsmen. Work together to defeat monsters and recover the Triforce. If the team runs out of hearts, the game is over.



1 Hearts

Hearts are shared by all players. You lose one heart when you take damage and recover one when you pick up a .


2 Rupees

You receive rupees when you defeat enemies. The number of rupees you collect is a good indicator of how much you're contributing to the group.

3 Arrows

This shows the number of arrows you have left to shoot. Point the GamePad down to refill them. You can hold a maximum of 10 arrows.

Resetting Sword Position

Point the Wii Remote Plus at the TV and press  to reset your sword position.



Time Attack

● 1 Player

Control the bow with the GamePad and test your skill on the battlefield to see how quickly you can defeat all the enemies. If you get hit six times, the game is over.



 Timer


 Enemies left





Game Controls

● Olimar: Wii U GamePad

Move	Ⓕ / Ⓖ / Touch and hold the touch screen
Attack	Touch enemy or block
Gather Pikmin	Ⓐ / Ⓑ / Touch 

● Pikmin (1-4 players): Wii Remote

Move	+
Attack	①
Jump	②


Challenge

● 1-5 Players

The player with the GamePad controls Olimar, and players with a Wii Remote each control a Pikmin. Work together to break blocks and defeat enemies on the way to your ship. If the team runs out of hearts, though, it's game over.



1 Hearts

Hearts are shared by all players. You lose one heart when you take damage and recover one when you pick up a .

2 Olimar

3 Time and Master Time

This is displayed only for completed challenges. The target time for achieving a Master Rank is shown below.

4 Call icon

Touch to gather all Pikmin.

5 Pikmin

Versus

● 2-5 Players

The player with the GamePad controls Olimar, and players with a Wii Remote each control a Pikmin. You divide into teams - Olimar versus the Pikmin - and collect sweets dropped by enemies. The team with the most sweets at the end wins.





6 Number of sweets collected

7 Time limit








Game Controls

● Gunship: Wii U GamePad

Move/Strafe	
Ascend/Descend	(up/down)
Turn	(left/right)
Dash	Press /
Move cross hairs	Move the GamePad to look around freely.
Attack	/
Missile	Hold / to charge, then release to fire.
Zoom	Press and hold / .

- Samus (1-4 players): Wii Remote Plus + Nunchuk

Move	
Move cross hairs	Move Wii Remote Plus.
Look around	Aim with Wii Remote Plus while holding A .
Attack	
Bomb	Hold  to charge, then release to fire.
Morph Ball	Press and hold  .
Zoom	Press and hold  .
Dodge	Shake Wii Remote Plus.

Assault Mission


- 1-5 Players

The player with the GamePad controls the Gunship, and players with a Wii Remote Plus control Samus. Work together to fight your way through your assigned mission. If your life is reduced to zero, you'll be out of the battle and won't be able to fight until you pick up an item. If the whole team is out, you fail the mission.



1 Allies' life

2 Life

You lose one piece of life when you take damage and recover one when you pick up a .

Land vs Air

● 2-5 Players

The player with the GamePad controls the Gunship, and players with a Wii Remote Plus control Samus. You divide into teams - the Gunship versus the Samus team - and battle it out. Reduce the opponent team's life to zero to win. If time runs out, the team with the most life left wins.



3 Samus team life

4 Gunship life

5 Time limit

Ground Battle

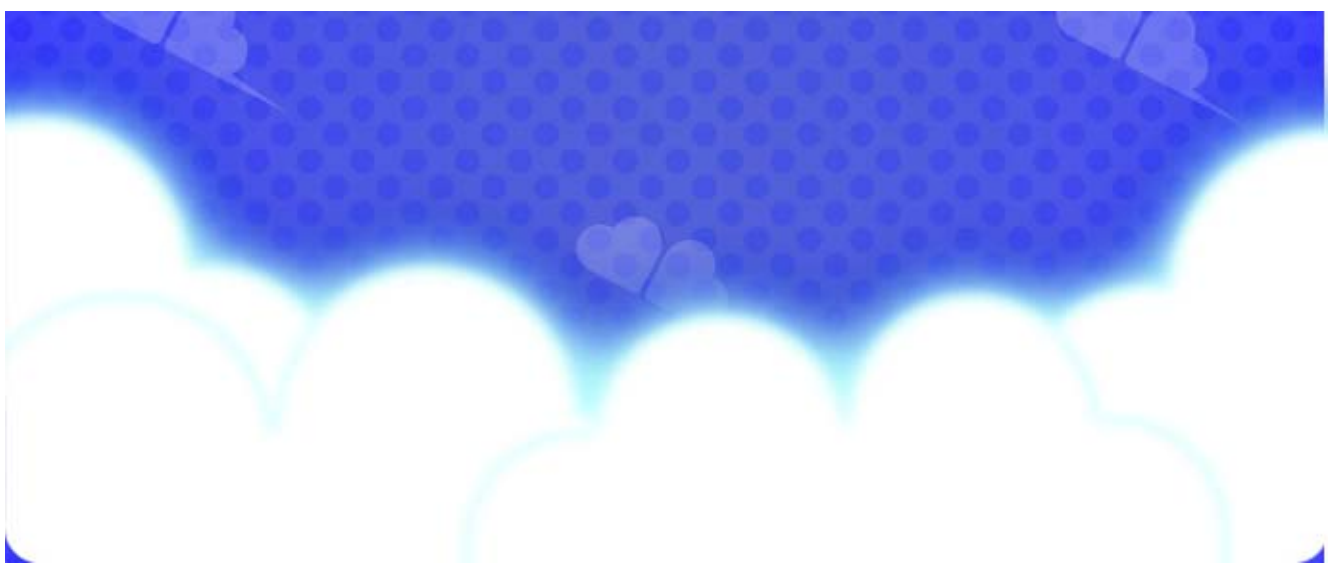
● 2-4 Players

All players play as Samus using a Wii Remote Plus. The GamePad can be used as a shared view screen. Players attack opponents and steal their tokens, and whoever has the most tokens when time runs out is the winner.



6 Number of tokens



7 Time limit





Game Controls

● Mario: Wii U GamePad

Move	
Turn camera on/off*	Touch 

* Toggles the face display on the TV.

● Toad (1-4 players): Wii Remote

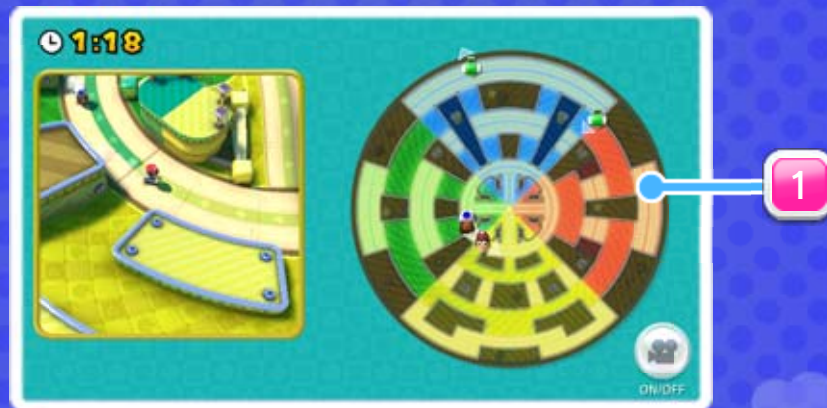
Move	
Tackle	

● 2-5 Players

The player with the GamePad controls Mario, and players with a Wii Remote each control a Toad. It's up to the Toads to chase Mario and catch him before time runs out. If Mario can

evade them, he wins.

When there's only one Toad, Yoshi Carts will provide much needed assistance by ramming Mario and making him easier to catch.



1 Map

2 Time limit

3 Distance between Toad and Mario





Game Controls

● Ghost: Wii U GamePad

Move	
Dash	
Magic	Hold + to charge, then release to fire.*

* You need to hold down the buttons until the gauge is full.

● Ghost Trackers (1-4 players): Wii Remote

Move	
Shine torch	

Sidestep

Press and hold ② while moving.

● 2-5 Players

The player with the GamePad controls the ghost, and players with a Wii Remote control the ghost trackers. They divide into teams, with the ghost facing off against the ghost trackers. If there are three trackers or fewer, Monita will provide robots to assist them.

Trackers faint when the ghost grabs them, and the ghost wins if they're all out at once.

However, the trackers can vanquish the ghost by shining light on it and reducing its health to zero. As a tracker, you can't see the ghost on the TV, but your Wii Remote will vibrate when the ghost is near. Revive fallen trackers by shining light on them.



3



4

1 Ghost's health

2 Trackers left

3 Time limit




4 Monita





Game Controls

● Guards: Wii U GamePad

Move	 / 
Tackle	 / 
Turn camera on/ off*	Touch 

* Toggles the face display on the TV.

● Animal (1-4 players): Wii Remote

Move	
Pick up	
Drop	

● 2-5 Players

This is a contest between two guards and one or more animals. The player with the GamePad controls the two guards at the same time and each player with a Wii Remote controls one animal.

For the animal team to win, they must collect a set number of sweets. However, the guards win if they can catch an animal three times. The more sweets an animal is carrying, the slower it moves, and the easier it is for the guards to catch it.

- ◆ In a two-player game, the animal team must deposit their sweets in stashes.



1 Number of sweets to be collected

2 Hearts remaining

The animal team lose one heart every time they get caught by the guards.

3 Glutton Button

Located under trees. Step on these buttons to make sweets fall down.

- ◆ If there are multiple buttons, they must be stepped on at the same time.



Game Controls

● Wii U GamePad

Draw a line

Slide the stylus

● 1 Player

Slide the GamePad stylus on the touch screen to draw a route for Yoshi. You have to guide him to every piece of fruit on the way to the goal. The TV will show you where fruit is to be found, along with any obstacles, but you can't see any of this on the GamePad. The Yoshi Cart uses up fuel as it moves. If the cart runs out of fuel or hits any kind of hazard, you lose a life. If you lose all your lives, it's game over.



1 Pencil icon

Touch to continue drawing the line.

2 Eraser icon

Touch and hold to erase the line you've drawn.

3 Gate number

4 Fruit

Collect fruit to replenish fuel. Once you've collected all the fruit, the goal gate will open.

5 Lives remaining

6 Fuel

7 Score

Assisting Another Player




Once per gate, you can point at a piece of fruit with the Wii Remote and press (A) to collect it for the Yoshi Cart. Try joining in when the cart gets going!





Game Controls

● Wii U GamePad

Hold out/swing left arm	
Hold out/swing right arm	
Lean to either side	Tilt the GamePad left and right.
Jump	Shake the GamePad.
Turn camera on/off*	Touch 

* Toggles the face display on the TV.

● 1 Player

Make your Mii dance to the rhythm! Watch the instructor perform a dance move, then copy it exactly. If you make a mistake, you'll lose a heart. The game is over when you have no hearts left.

Your character faces in one direction on the GamePad and in the opposite direction on the TV. Watch whichever screen shows your character from the back and it should be much easier.



 Heart

Assisting Another Player





You can collect hearts trapped in bubbles by aiming with the Wii Remote and pressing **A**.





Game Controls

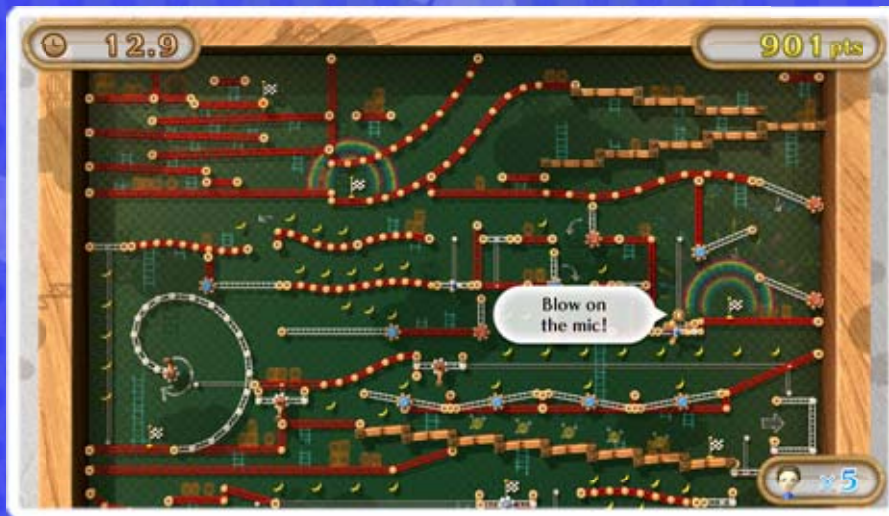
● Wii U GamePad

Guide the roller	Tilt the GamePad left and right.
Zoom in/out on the TV	+
Operate mechanism	Following the instructions on-screen, use  /  /  /  or blow into the microphone.

● 1 Player

Guide the roller through the course to the goal by tilting the GamePad left and right and pressing buttons. If the cart is overturned or a spring comes off, the cart breaks and you lose a

life. The game is over if you lose all your lives or if the timer gets to 10 minutes (600 seconds).



1 Time

2 Score

3 Lives remaining

Assisting Another Player

Point the Wii Remote at the TV and press **A** to make a large circle appear at that point. When the roller enters the circle, it will move in slow motion. This will help you move slowly and carefully, but it can also cost you precious seconds.





Game Controls

● Wii U GamePad

Aim cross hairs	Move the GamePad.
Throw throwing stars	Slide on the touch screen.
Restock throwing stars	Tilt the GamePad upright.

● 1 Player

Defeat the enemy ninjas with throwing stars and rescue Princess Monita! Getting hit by an enemy attack causes you to lose one heart. If you lose all your hearts, the game is over.



1 Hearts

2 Throwing stars

The number of throwing stars you have left. Tilt the GamePad upright to restock them up to a maximum of 50.

3 No. of consecutive hits

Assisting Another Player


Point at enemies with the Wii Remote and hold **A** to immobilise them.





Game Controls

● Wii U GamePad

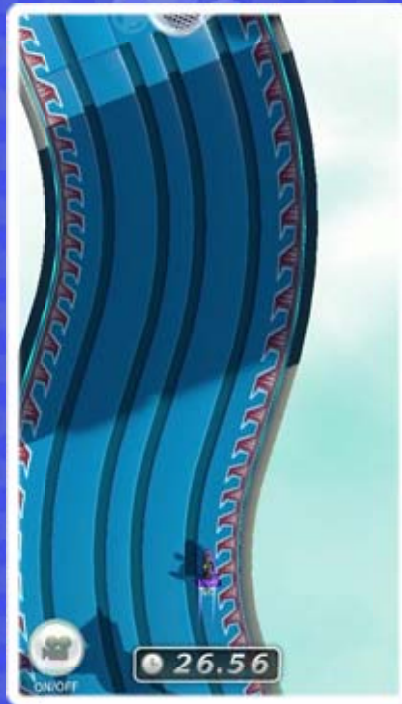
Steer	Turn the GamePad left or right.
Drift	Quickly turn the GamePad left or right.
Brake	Touch the touch screen.
Turn camera on/off*	Touch 

* Toggles the face display on the TV.

In this attraction, you'll move the GamePad with large motions. Please be aware of your surroundings.

● 1 Player

Drive the Blue Falcon through 12 areas and reach the goal within a certain time. Once you've set off, the Blue Falcon moves automatically. Your task is to steer by turning the GamePad left and right. The game is over if you run out of time, bump into a bomb or go off the track.



1 Area information

You can see how much time you had left for each area when you pass through a gate.

2

Time remaining

Assisting Another Player

Point the Wii Remote at an obstruction and press **(A)** to fire a beam and remove it.





Game Controls

● Wii U GamePad

Create a breeze

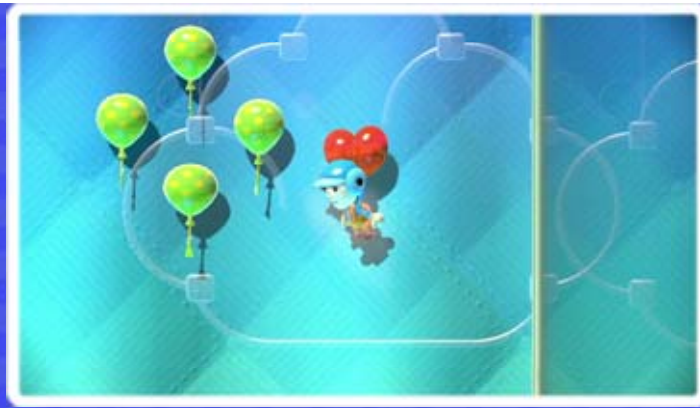
Slide on the touch screen.

Send out a shockwave

Touch the touch screen.

● 1 Player

Create gusts of wind to help your Mii fly through a scrolling level. Ring the bell to start your journey. If your Mii hits enemy obstacles such as a Balloon Breaker or Balloon Bird and both balloons burst, you will fall into the sea and lose a life. When you have no lives left, the game is over.



1 Day and time of day

This shows you the current stage of your journey.

2 Rest Island

When you land on one of these islands, your Mii gets two balloons again. If you find a package, you can choose to transport it to the next island.

3 Lives

4 Items, obstacles and enemies



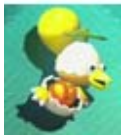
Balloon Breakers

If you hit one of these, you'll lose one balloon. Some can be moved or smashed with a shockwave.



Balloons

Bump into these or burst them with a shockwave to earn points. You'll get extra points if you can burst a continuous string of balloons, without missing any!



Balloon Birds

These birds will make your journey perilous. Pop their balloons to make them fall.



Balloon Fish

Skim the water's surface to make this hungry fishy pop up. She's been known to eat birds and Mii characters for breakfast!



Bubbles

A bubble will emerge every time a bird splashes into the water. Burst them for more points!

5

Score

Assisting Another Player

Press **A** on the Wii Remote to push away obstacles and burst the balloons on Balloon Birds.



You can play in this mode if you have a Wii U GamePad and at least one Wii Remote. Two to five players compete in various attractions to see who can get the highest score.



Taking a Tour

Select **ATTRACTION TOUR** from the menu, or get on the train in Nintendo Land Plaza and press **A** to join the tour.








Follow the on-screen instructions to configure settings and begin playing.

Players can also vote for who they think will win. If a player wins, their supporters will also get points.

If you don't see any Metroid Blast cards appearing in the Attraction Tour, it may be due to one of the following reasons:

- A paired Wii Remote does not have an attached Wii MotionPlus accessory.
- A Mii that hasn't played Metroid Blast is being used.

If you connect to the internet, the following  Miiverse features will be available:

- Mii characters from all over the world can come and visit Nintendo Land Plaza.
- When you make an in-game post, your Mii will then show up in other players' parks.
- You can give a Yeah or add comments to in-game posts, and view posters' Miiverse profiles.
- ◆ If you don't want your Mii to visit other parks, or if you want to restrict Miiverse posting and commenting, adjust the settings via  Parental Controls on the Wii U Menu.
- ◆ You will need to connect to the internet and set up Miiverse in advance.
- ◆ For information about connecting your Wii U console to the internet, refer to the Wii U Quick Start Guide and the Internet section of  System Settings.
- ◆ See the Miiverse section of the Wii U Electronic Manual for more information about Miiverse. Press  on the Wii U Menu and select  Manual from the HOME Menu to display the Wii U Electronic Manual.
- ◆ Touch a visiting Mii to view their profile. The following icons will also be displayed.



Give a Yeah to a post.



Send comments.



View the user's Miiverse profile.

- ◆ By sending posts and comments, you can receive Yeahs and comments from other players. You can view these in the Notifications section of Miiverse.

Touch a Mii in Nintendo Land Plaza to display that Mii character's record.



1 Most Played

2 Stamps

Shows the number of stamps obtained in each attraction.

3 Progress

Shows your progress in The Legend of Zelda: Battle Quest, Pikmin Adventure and Metroid Blast.

4 Total coins and prizes collected

Displays all the coins and prizes you have collected during your time at NINTENDO LAND.


5 Mii Information

6 Trophies


Shows the trophies earned in Yoshi's Fruit Cart, Octopus Dance, Donkey Kong's Crash Course, Takamaru's Ninja Castle, Captain Falcon's Twister Race and Balloon Trip Breeze.

7 See other Mii characters' data

Only appears when you touch your own Mii. You can view the data of any Mii whom you've played with before as long as they were made in Mii MAKER.

Parents and guardians can restrict certain features of the Wii U console through  Parental Controls on the Wii U Menu.

The following features can be restricted:

Name	Description
Online Interaction in Games	Restricts the use of Miiverse  in order to protect children from inappropriate conversations or abuse from other players.
Miiverse	Restricts posting to Miiverse  or viewing of posts made by other players, in order to protect children from inappropriate conversations or abuse from other players.

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The use of an unauthorised device or software that enables technical modification of the Wii U console or software may render this game unplayable. A system update may be required to play.

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Support Information

For product information, please visit the Nintendo website at:

www.nintendo.com

For technical support and troubleshooting, please refer to the Operations Manual for your Wii U console or visit:

support.nintendo.com

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