

Animal Crossing™: amiibo Festival

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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.

Health and Safety

Before use, please read the contents 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

Classification Operations Branch (Australia):

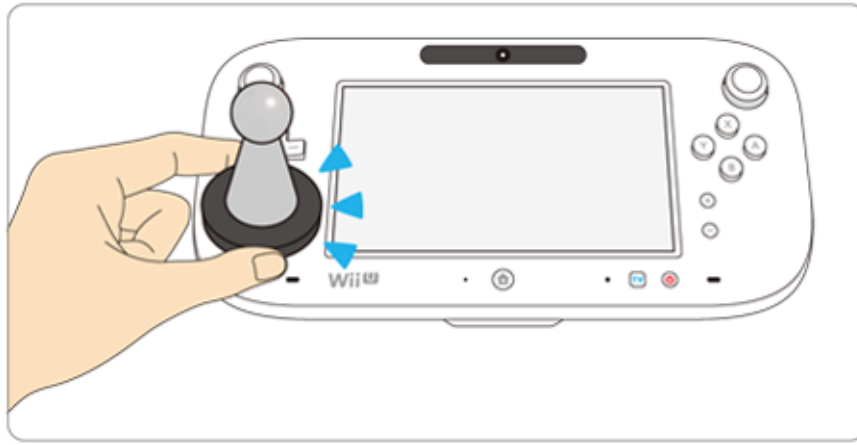
www.classification.gov.au

OFLC (New Zealand):

www.classificationoffice.govt.nz

Russia:

minsvyaz.ru/ru/documents/





This software supports **amiibo**. You can use compatible amiibo™ accessories by touching them to the NFC touchpoint (☐) on the Wii U GamePad.

Your amiibo aren't just for show. You can use NFC (near-field communication) to connect them to compatible software and play with them in the game.

For more information, visit:

- amiibo.nintendo.eu (Europe)
- amiibo.nintendo.com.au (Australia/New Zealand)

- ◆ Generally, amiibo can only hold game data for one software title at a time. In order to create new game data on an amiibo that already has data saved on it from another game, you must first delete the existing game data. You can do this by going to Wii U Menu ⇒  System Settings ⇒ amiibo Settings. However, game data created in this software can also be used with certain other software, e.g. Animal Crossing™: Happy Home Designer for Nintendo 3DS™, and vice versa. Please note that this is shared data; deleting this data will affect all other software titles used with this amiibo.
- ◆ An amiibo can be read by multiple compatible software titles.
- ◆ If the data on your amiibo becomes corrupted and cannot be restored, go to Wii U Menu ⇒  System Settings ⇒ amiibo Settings and reset the data.



Animal Crossing™: amiibo Festival is a party game that lets you use your amiibo figures and amiibo cards! The main event is the Animal Crossing Board Game. Up to 4 players at once can use their amiibo figures to get in on the action, and in doing so can unlock a bounty of minigames to be enjoyed using amiibo cards.



Animal Friends Join the Fun!

Touch a compatible amiibo figure or amiibo card to the NFC touchpoint and the character will appear in the game as a playable character! If you use an amiibo card, you can't play as that character in the Board Game, but they may take up residence in the board game village.

Customising the Plaza and the Village

Develop the game world as you play! Build features and houses for your villagers to improve the plaza and village.

Supported amiibo

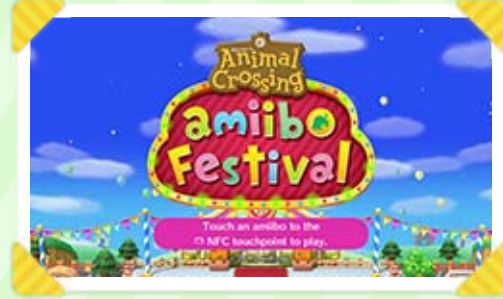
- Animal Crossing amiibo figures 
- Animal Crossing amiibo cards 

Some games use amiibo figures and some games use amiibo cards. In some games, using different amiibo figures or amiibo cards will change the game slightly.



Title Screen

Touch a compatible amiibo figure to the NFC touchpoint on the Wii U GamePad and the game will begin.



Basic Controls

Touch the GamePad to control the game. You can also use the GamePad buttons to perform the functions below.

- ◆ The things you can do depend on the current screen.

Choose options



Select/Scroll messages



Go back/Scroll messages quickly




Display pause menu



Saving Data


The game is automatically saved every time you complete a game, or after you customise the plaza or build something in the village and then return to the plaza.

Deleting Save Data

From the Wii U Menu, go to  System Settings and select "Data Management" to delete your data.


◆ Deleted data cannot be recovered, so be careful.

Saving Data to amiibo Figures

After completing the Animal Crossing Board Game , you can save the Happy Points you collected in the game to your amiibo figure. Touch your amiibo figure to the NFC touchpoint when indicated on-screen.

◆ You can't save data to amiibo cards with this software.

Deleting amiibo Data

From the Wii U Menu, go to  System Settings and select "amiibo Settings" to delete your amiibo data.

- ◆ Game data created in this software can also be used with certain other software, e.g. Animal Crossing: Happy Home Designer, and vice versa. Please note that this is shared data; deleting this data will affect all other software titles used with this amiibo.





- ◆ The plaza is where the animals gather together.
- ◆ As you play, you will be able to build new attractions!



1 Happy Points and Happy Tickets

As you play, you'll earn Happy Points. When the gauge is full, you'll receive a Happy Ticket.


You can use Happy Tickets to:

- Customise the village  8
- Customise the plaza  10

2 Characters

Characters invited to play using amiibo figures and amiibo cards.

Wii U GamePad screen

Touch the station to travel to the Animal Crossing Board Game village  7 !




◆ Touch  to view the electronic manual.

The Animal Characters

Some games and activities require amiibo figures and some require amiibo cards.

amiibo Figure Characters

Accumulated Happy Points unlock new character outfits and fun emotions to use in the board game  .

amiibo Card Characters

If you build them a house in your village, they will take up residence  .

- ◆ You can only build houses for villagers that don't have a special role.




- A board game that lasts a whole in-game month. Travel through the village and experience seasonal events. As you progress through the game, other months will become available for you to play.

Number of players

 1-4

Requirements

 1-4 amiibo figures

- ◆ Up to 4 people can play with 1 amiibo figure.


Setting up Your Group

Select the number of players, and then touch the amiibo figures one at a time to the NFC touchpoint so that each player has a character.



- ◆ Touch  to start again from the beginning.


Villagers (Guest Play)

If you have 3 or fewer amiibo figures, you can add a guest player, or "villager," to the game by touching .

- ◆ Villagers can play without an amiibo figure.



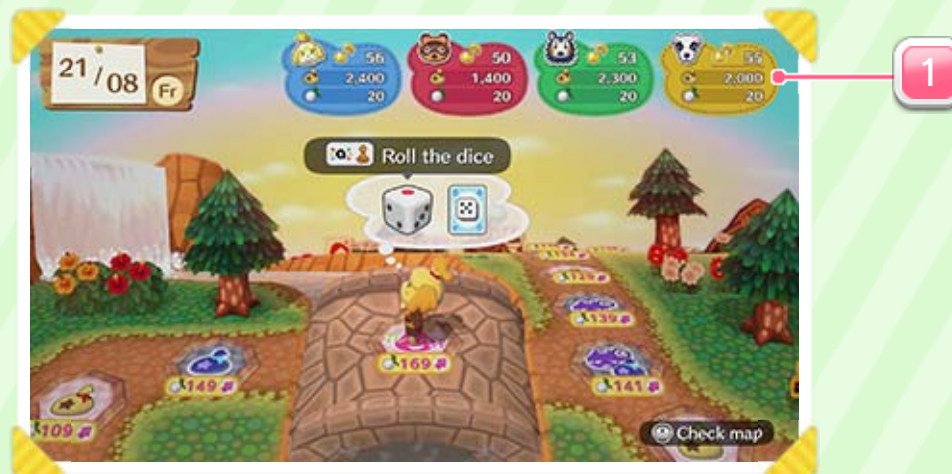
amiibo Figure Outfits

Your saved Happy Points allow you to dress your character up in a variety of outfits! The character's outfit will change every time you touch  1 / 2 .



How to Play

Roll the dice and whatever space you land on will trigger an event of some kind. Here's hoping you'll pick up a lot of Bells and Happy Points!



1 Each Player's Info



Happy Points



Bells (money)



Turnips

2 Stamp Pad

If you visit the Gyroids at the corners of the map, you'll get a stamp. Collect all 4 and get bonus Happy Points!

3 Cards

Useful cards acquired while playing. You can only use one card each turn.

- ◆ You can only hold two cards at a time. If you get more than two, you'll have to pick one to discard.

4 Actions

Touch these and your character will perform various actions.

- ◆ More actions will become available as you collect Happy Points.
- ◆ Only amiibo characters, and not villagers, can perform actions.

Rolling the Dice

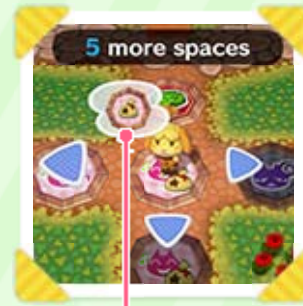
Touch and release your amiibo figure to throw the dice.



- ◆ Guest villagers can press and release **A** instead.

Choose Your Direction

When you come to a crossroad, you can choose which path to take.



Destination
space

Results

At the end of the in-game month or when you've reached a time limit you set at the beginning of the game, the results will be announced. The winner is the player who collected the most Happy Points.


- ◆ Each 1,000 Bells you've collected will be exchanged for 1 Happy Point.

Saving Data to amiibo Figures

After the results ceremony, you can save data to your amiibo figure and store your Happy Points, as well as your character's outfit, if you changed it.

- ◆ Guest villagers can't do that. Sorry!



- ◆ You can customise the village used as the setting for the Animal Crossing Board Game by touching  before you start the game.

Building a Feature

You can use Happy Tickets to add features such as windmills and lighthouses. Building features will open up new routes through the village.



Build a House for a Villager

You can build houses for your amiibo card characters in the village. Once you do this they will become a resident of your village, and they will make appearances in events, or even host the board game.



- ◆ You can have up to 8 villagers residing in your village.



Data on Your amiibo Card

In Animal Crossing: Happy Home Designer for Nintendo 3DS, you can remodel the houses of your villagers. If you use an amiibo card which has such data saved to it, the exterior of the house you build for the character in this game will match that data.





- Set up a band of three and escape from the desert island. Different animals will have different abilities!

Number of players



1

Requirements



3 amiibo cards

Setting up Your Team

Touch the amiibo cards you want to use to the NFC touchpoint.



- ◆ The numbers determine the turn order.

How to Play

Explore the island in search for food and materials. Once you have collected enough resources to build a raft, you will be able to escape and the game is complete.



1 Days Remaining

You must escape within the time limit, or you will lose the game.

2 Food Stock

The total amount of food you have. If you end a day without enough food, you will lose the game.

3 Resources Needed for the Raft

4 Current Score

5 Belongings

Switch the GamePad display to show a list of the items you're carrying.

6 Team Data

Switch the GamePad display to show information about your team.



How many spaces the character can explore each day.



The character's field of view. A higher number means they can see farther.



How much they eat per day. A higher number means they need more food.



Favourite fruit. If they find this kind of fruit, they can harvest more than usual!

Camp

When a day is over, choose an explored space to set up camp there.

Eat and sleep.

You will proceed to the next day.

Make a tool.

You can use the resources you've found to make equipment.



Healing Damage

Animals who have been hurt will skip the next turn. If you have medicine, you will be able to heal them at your camp.

Ranking

If you successfully escape from the island, your ranking will be displayed.



- You can customise the plaza by building features using Happy Tickets you've collected. As you build more features, you will unlock more minigames.

Minigames

Here are some of the minigames that you can unlock:

Balloon Island

The character will jump through the air as long as you keep the amiibo card held to the NFC touchpoint. Release the card to make them land. Try to time it so you burst balloons and land safely on the island.

Acorn Chase

Touch an amiibo card to the NFC touchpoint to move the characters. Collect the acorns and head for the goal. If you pick up any rotten acorns, you'll have to collect all your acorns again.

Resetti Bop

Touch an amiibo card to the NFC touchpoint and hit the inflatable Mr. Resetti dolls on the head as they appear. Make sure only to bop the dolls you'd beat at rock-paper-scissors!





- This is a list of paintings and statues that appear in the game, including their title and the name of the artist.

Thirty-Six Views of Mount Fuji: The Great Wave off Kanagawa
Katsushika Hokusai

Las Meninas
Diego Velázquez

The Milkmaid
Johannes Vermeer

The Blue Boy
Thomas Gainsborough

Mona Lisa
Leonardo da Vinci

Apples and Oranges
Paul Cézanne

The Night Watch
Rembrandt van Rijn

The Fifer
Édouard Manet

The Birth of Venus
Sandro Botticelli

The Gleaners
Jean-François Millet

Sunflowers
Vincent van Gogh

The Clothed Maja
Francisco de Goya

Summer
Giuseppe Arcimboldo

Arearea
Paul Gauguin

Otani Oniji the 3rd as Yakko Edobei
Toshusai Sharaku

A Bar at the Folies-Bergère
Édouard Manet

Basket of Fruit
Caravaggio

Liberty Leading the People
Eugène Delacroix

A Sunday Afternoon on the Island of La Grande
Jatte
Georges Seurat

The Sower
Jean-François Millet

Girl with a Pearl Earring
Johannes Vermeer

Lady with an Ermine
Leonardo da Vinci

The Hunters in the Snow
Pieter Brueghel the Elder

Folding Screen of Fujin and Raijin: The Gods of
Wind and Thunder
Tawaraya Sotatsu

Beauty Looking Back
Hishikawa Moronobu

Venus de Milo
Unknown

Nike of Samothrace
Unknown

David
Michelangelo

Discobolus
Unknown

King Kamehameha I
Thomas Ridgeway Gould

Bust of Nefertiti
Thutmose

Jomon Period "Dogu" Figurine Shakoki-dogu
Unknown

Capitoline Wolf
Unknown



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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.
For use with the European/Australian version of the Wii U console only.

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Wii U is a trademark of Nintendo.

Support Information

For product information, please visit the Nintendo website at:

www.nintendo.com/countryselector

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

support.nintendo.com