

Captain Toad: Treasure Tracker

1 Important Information

Getting Started

2 What They Say About Captain Toad

3 Controls

4 Saving the Game

Adventuring

5 Selecting Courses

6 Progressing Through Courses

7 Items and Objects

8 Giving Captain Toad a Hand

Setup

9 Surround Sound


Product Information

10 Copyright Information

11 Support Information

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 five different languages: English, German, French, Spanish and Italian.

If your Wii U console language is set to one of these, the same language will be displayed in the game.

If your Wii U console is set to another language, the in-game default language will be English. 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/doc/index.php?id_4=883




The hero of this game is Captain Toad. He travels all around the world in search of treasures! You may have heard some of the rumours surrounding our Captain...

They say he can't jump!

The Captain's backpack is really heavy, making him unable to jump. After all, he's packed maps and charts, spare clothes, provisions... To tell you the truth, he may have packed too much.



They say he adventures all alone!

Exactly right. But don't worry, you can help him along in various ways by using the Wii U™ GamePad! 

They say he's super sturdy!

The Captain might not be the world's greatest fighter, but he doesn't give up easily either. If he bumps into an enemy or some spikes, he'll simply turn into Small Captain Toad and carry on adventuring.

And you never know – if Captain Toad uses certain tricks or takes advantage of the terrain, he might even be able to defeat some enemies!



They say his headlamp is his pride and joy!

Yup! He says that the light of the lamp he wears on his forehead helps him search for hidden things.

He also mentioned once that some enemies really don't like the light...

They say he's got a long road to walk...

He does indeed. But there's more to the Captain's adventure than simply walking.

Some stages include mine carts and pipes for him to use, so he can rest his feet every now and then!















What is he Captain of, exactly...?

Have you played Super Mario Galaxy™ on the Wii™ console? Well, during the events of that game the Toad Brigade was founded, with Captain Toad as its leader.

Rumours that Captain Toad is the least reliable of the bunch are completely unfounded!

Use the Wii U GamePad to play the game.

◆  indicates the Left Stick and  indicates the Right Stick.

Move	
Look around	 or move the GamePad
Interact (e.g. pull up and throw turnips)	
Move course elements or hinder enemies	Touch the GamePad screen
Switch headlamp on/off	
Run	 +  (hold)
Zoom in and out	
Rotate camera 45° right/left	 / 
Reset camera position	Press 
Align camera with the direction the Captain is facing	
Display menu	

Mine Cart Controls




Aim	Ⓕ, Ⓖ, or move the GamePad
Throw turnip	Ⓐ
Change view	ⓧ
Rotate camera 90° left/right	Ⓕ/Ⓖ
Face forward	Ⓩ

Turnip Cannon Controls



Aim	Ⓕ, Ⓖ, or move the GamePad
Fire turnip	Ⓐ
Exit cannon	Ⓑ
Rotate camera 90° left/right	Ⓕ/Ⓖ
Face forward	Ⓩ

There is only one save file. Your game progress will be saved automatically at certain points, for example when you complete a course.

- ◆ You can delete your save data in the Data Management section of  System Settings, accessed from the Wii U Menu.

Use $\oplus \leftrightarrow$ or $\ominus \leftrightarrow$ to turn the pages, then press \textcircled{A} to start the selected course. Press \textcircled{B} to return to the title screen.

● You can also touch a page to jump right to it.



1 Number of lives remaining

2 Number of Super Gems collected

3 Clear status

The \star icon will be shown on courses you have cleared.

4 Super Gems collected on this course

The GEM icon indicates the Super Gems you have collected.

5 Bonus challenge

For courses you have already cleared, a hidden objective will be displayed here. If you fulfil it, you will see the \checkmark icon.


6 Crown stamp

Indicates courses where you have collected every Super Gem, got the Power Star, and completed the bonus challenge.

7 A course that is yet to be cleared

If you haven't cleared a course yet, the edges of its pages will glow.

8 Course information

This shows the date you last played this course, as well as the highest number of coins you ever managed to collect here. Note that if you clear a course using an Invincibility Mushroom,  6 the coins you collected will not be counted.

Courses Requiring Super Gems to Play



You will only be able to play these courses once you have collected the required number of Super Gems.



Bonus Courses



Sometimes, the page of a course that you have already played can change into a bonus course page.



- ◆ Bonus courses disappear when you've played them once.

To clear a course, grab the Power Star located somewhere within that course.



1 Number of lives remaining

2 Number of coins collected → 7

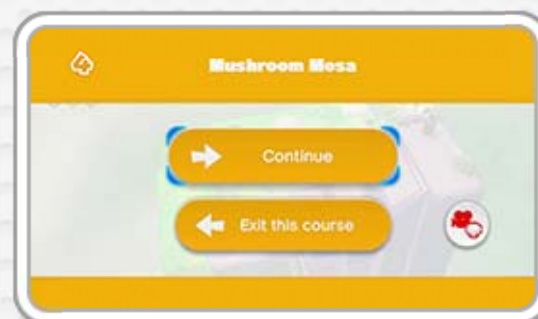
3 Super Gems gathered on this course

Menu



Press ⊕ while playing a course to pause the game and bring up the menu screen.

From there you can change the camera controls or exit the course so you can choose another one.



Losing Lives and the Game Over Screen



If you fall from the course or into lava, or take damage as Small Captain Toad, you will lose one life. If you lose a life with zero lives remaining, it's game over!

Invincibility Mushrooms



If you lose five lives on one course, an Assist Pluck Patch will appear. If you need some help getting through the course, pull it up to find an Invincibility Mushroom. Grabbing it will make you, well, invincible!



- ◆ This doesn't apply to courses you've already completed, or courses with no enemies.

Continuing the Game

If you select "Continue" on the game over screen, you will start a special minigame. Finish the minigame and you will be able to jump right back into the game!





Coin

Get an extra life for every hundred you collect.



Super Mushroom

Grab one as Small Captain Toad to return to your usual size.



1-Up Mushroom

Grab one to gain an extra life.



Double Cherry

Collect one to create a copy of Captain Toad.



Super Pickaxe

Pick one up and Captain Toad will keep swinging it for a time, defeating any enemies that get in his way and breaking certain kinds of blocks.



Pluck Patch

Pull one up to reveal all kinds of items.



Turnip

Pull one up out of the ground and carry it around, then throw it at things.



Red POW Block

Hit one to defeat all nearby enemies and break all nearby blocks.

Spinwheel



Stand on one of these and turn the handle on the GamePad touch screen to change the terrain in some way.



Pull Switch / P Switch

Pull up a Pull Switch or step on a P Switch to change the terrain of the course.

You can use the Wii U GamePad to help Captain Toad on his adventures.

Moving Objects



You can make some objects move by touching them on the GamePad screen, or blowing into the microphone.



Hindering Enemies



You can stop an enemy from moving around by touching it.



◆ This doesn't work for all enemies.


Finding Hidden Things



Touching items such as invisible coins will make them visible.



This software supports Linear PCM 5.1 surround sound.

To enable surround sound output, select the TV option in the  System Settings application, then set the TV Sound Output Type to Surround.

IMPORTANT: This game is protected by copyright! The unauthorised copying of this game and/or distribution of such copies may lead to criminal and/or civil liability. This game, instruction manual and other written materials accompanying this game are protected by intellectual property laws.

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.

© 2014 Nintendo Co., Ltd.

Trademarks are property of their respective owners.

Wii U is a trademark of Nintendo.

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