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Thank you for selecting Pikmin™ 3 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 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](http://www.pegi.info)

USK (Germany):

[www.usk.de](http://www.usk.de)

Classification Operations Branch (Australia):

[www.classification.gov.au](http://www.classification.gov.au)

OFLC (New Zealand):

[www.censorship.govt.nz](http://www.censorship.govt.nz)

## Controllers

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



Wii Remote™  
+ Nunchuk™



Wii U  
GamePad



Wii U Pro  
Controller

- ◆ To play 2-player modes, each player needs a separate controller.
- ◆ Only one Wii U GamePad can be used with this software at a time.
- ◆ A Wii Remote Plus can be used instead of a Wii Remote.
- ◆ A Sensor Bar is required when using the Wii Remote/Wii Remote Plus. 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.




### Calibrating Controllers

If the control sticks function incorrectly after pairing, press and hold **A** **B** **+** **-** simultaneously for at least three seconds to recalibrate them.

- ◆ For more information, see Calibrating Controllers in the Wii U Operations Manual.

## Surround Sound

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 sound type to SURROUND.




- ◆ To use surround sound with this software, please connect your Wii U console to supported audio equipment using a HDMI™ cable.
- ◆ For information on compatibility and settings, please consult the documentation for your audio equipment.





Connect to the internet to enjoy these features:

### Miiverse™

Add comments or images to snapshots you take within the game using Camera Mode , and post to Miiverse to share. Content posted by others can also be viewed on Miiverse.


- ◆ You must connect to the internet to set up Miiverse.
- ◆ 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.
- ◆ For information on Miiverse, refer to the Miiverse section of the Wii U Electronic Manual. The Wii U Electronic Manual will display when you press  while on the Wii U Menu, and select  MANUAL on the HOME Menu.

### Participating in Global Rankings



When you've completed the Story  or a stage in Mission , you can add your high score to the rankings and see how you rank amongst players worldwide.

- ◆ Rankings can be viewed by selecting the RANKING button displayed on the results screen after completing the Story or clearing a stage in Mission.



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	The use of SpotPass™ to receive world rankings or send high scores can be restricted. 
Miiverse	The posting of comments and images along with snapshots taken in Camera Mode can be restricted with RESTRICT POSTING ONLY or RESTRICT VIEWING AND POSTING. 







## Title Menu



Select the mode you would like to play.

- ◆ If no save data has been created the Story will start automatically.

### Story



Lead Pikmin as you explore the planet and search for edible matter.  
(Single player)

### Mission



Collect treasure, battle enemies and defeat bosses within the time limit.  
(Single player or 2-player cooperative play)

### Bingo Battle



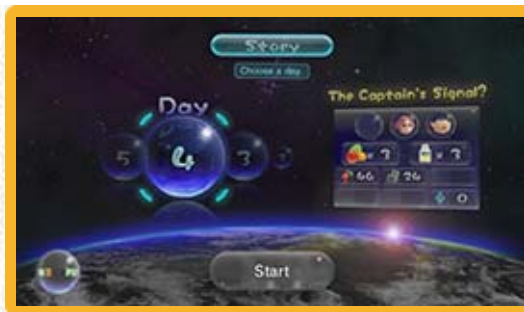
P1 and P2 each lead a squad of Pikmin as they battle at bingo!  
(2-player versus)

## Continuing Play

Select a day to continue

playing the Story from that point. You can switch between days by toggling

⌚ left and right.



◆ If you replay an earlier day, save data for subsequent days will be erased when the game is saved at the end of the current day.

◆ **Check carefully before you return to an earlier day. Save data cannot be restored once it is erased.**

## Saving Data

Your progress will be saved automatically at the end of each day in the Story, and when you finish a Mission or Bingo Battle.





The following controls are used when playing with a Wii Remote + Nunchuk:

### Controlling Leaders

Move pointer



Aim the Wii Remote in the direction you want to move the pointer.

Move



Throw



Pluck



(when near Pikmin sprouts)

Punch



(when near a creature and there is nobody to throw)

Call with whistle



Dismiss



Shake Nunchuk

Switch leader



(when new leader is outside your squad)

Select who to  
throw



Rotate view



Lock on



Press and hold (when  
pointer is hovering over  
a target)

Charge!



Shake Nunchuk (when  
locked on)

Use Ultra-Spicy  
Spray



(when you have spray)

Dodge



(after obtaining Dodge  
Whistle)

Use item



(in Bingo Battle, when  
you have items stocked)

## Menu Controls

Select item



Confirm



Open Pause  
Menu



## Play Using Only the Wii U GamePad

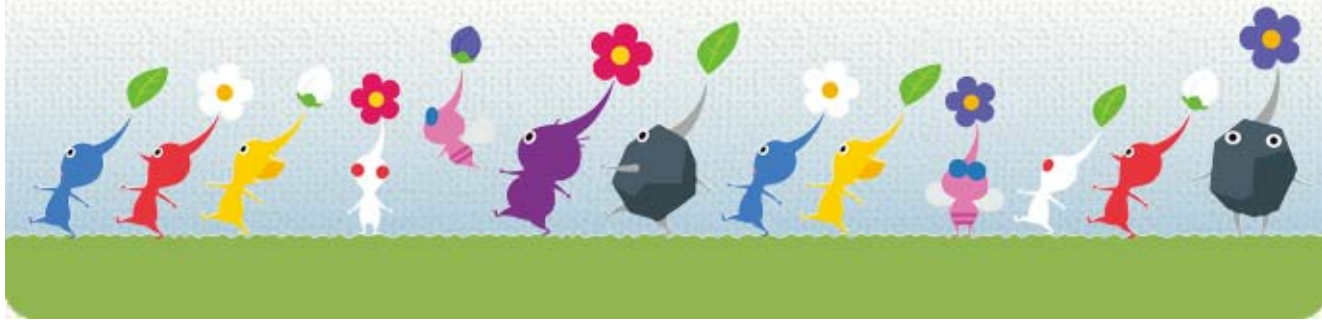
Press on the Wii U GamePad to switch the display of the main screen between the TV and the GamePad.

- ◆ When the GamePad is being used as the main display, use the sensor bar on the GamePad.

Switch to Radar  
screen (KopPad)



(when playing using  
only the GamePad)





The following controls are used when playing with the Wii U GamePad:

### Controlling Leaders

Move/

Move pointer



Move pointer only



Rotate view freely



Return pointer to character



Fix pointer on target



(when valid target is in pointer range)

Throw



Pluck



(when near Pikmin sprouts)

Punch



(when near a creature and there is nobody to throw)

Call with whistle



ZR

Dismiss



Shake GamePad / (B)

Switch leader

(Y)

(when new leader is outside your squad)

Select who to throw

L

Rotate view

ZL

Lock on

ZL

Press and hold (when pointer is hovering over a target)

Charge!

Shake GamePad / (B) (when locked on)

Use Ultra-Spicy Spray



(when you have spray)

Dodge



(after obtaining Dodge Whistle)

Use item



(in Bingo Battle, when you have items stocked)

Menu Screen

Select item

(L)

Confirm

(A)

Open Pause  
Menu



## Play Using Only the Wii U GamePad

Press ⊖ on the Wii U GamePad to switch the display of the main screen between the TV and the GamePad.

Switch to Radar  
screen (KopPad)



(when playing using  
only the GamePad)









The following controls are used when playing with a Wii U Pro Controller:

### Controlling Leaders

Move/  
Move pointer



Move pointer only  + 

Rotate view freely 

Return pointer to  
character



Fix pointer on  
target



(when valid target is  
near pointer)

Throw



Pluck



(when near Pikmin  
sprouts)

Punch



(when near creatures,  
and there are no  
characters to throw)

Call with whistle



ZR

Dismiss



B

Switch leader

Y

(when new leader is outside your squad)

Select who to throw

L

Rotate view

ZL

Lock on

ZL

Press and hold (when pointer is hovering over a target)

Charge!

B

(when locked on)

Use Ultra-Spicy Spray

+

(when you have spray)

Dodge

+

(after obtaining Dodge Whistle)

Use item

+

(in Bingo Battle, when you have items stocked)

## Menu Controls

Select item

L

Confirm

A

Open Pause Menu

+

## Play Using Only the Wii U GamePad

Press ⊖ on the Wii U GamePad to switch the display of the main screen between the TV and the GamePad.

Switch to Radar  
screen (KopPad)




(when playing using  
only the GamePad)



Explore one area per day as you progress through the Story.

### If at First You Don't Succeed...

In the Story, the game saves automatically at the end of each day of exploration. When your food supplies run out the game is over, so if the situation becomes hopeless, try playing again from an earlier day. 



#### 1 Sun Meter

Indicates the current time of the day. When the sun reaches the far-right side of the meter, the day will end.

#### 2 Space Suit Damage Meters

The current leader's damage meter is displayed at the bottom.

#### 3 Day Display

#### 4 Juice Left

Displays the number of days' worth of juice remaining.

## 5 Fruit Collected

---

## 6 Pikmin or Crewmate to be Thrown

---

Shows the Pikmin type or crewmate ready to be thrown.

## 7 Number of Pikmin

---

The number of Pikmin following the current leader is displayed on the left. The total number of Pikmin on the surface is displayed on the right.



## 8 Compass

---

Touch to switch the map between fixed North and variable orientation.


## 9 Unpausing

---

Touch while play is paused to unpauses play while maintaining an aerial view of the field.

## 10 Go Here!

---

Touch and slide the Radar map screen to display. Tap to make the leader move to .

## 11 Radar

---

Touch to display the map.

## 12 Exploration Notes

---

View the Exploration Notes you've collected.

## 13 Pikmin Info

---

Touch to see the number and status of Pikmin including those in Onions, in the field, and in a squad.

## 14 Fruit File

---

Touch to view the amount of juice and the characteristics of each type of fruit, along with the number retrieved.

## 15 Camera

---

Touch to switch to Camera Mode and take photos. You can post the pictures you take on Miiverse. The three latest photos taken in each area in Story will be used as area images on the World Map.

---

### Gather your Pikmin Before the Day Ends

At the end of each day, the explorers return to the spaceship and leave the planet's surface. At this



time Pikmin also return to their Onions, which take off with the spaceship. However, Pikmin who cannot reach their Onion will be left behind and will fall prey to the planet's indigenous life forms.

## Pikmin Survivors

Pikmin in a squad, Pikmin in or near an Onion, and Pikmin in the ground survive, and are safe from indigenous life forms.

## Reviewing the Day

At the end of each day, look back over your exploration using the KopPad's replay function.



## Planning your Exploration


At the start of each new day, think carefully about your exploration strategy. Listen out for the on-board crew chat and use the information available on the KopPad.



## Reviewing the Exploration Notes

The notes contain useful information, including characteristics of the various Pikmin types and



an explanation of the controls. Touch  on the Wii U GamePad to view the notes.

- ◆ You'll come across new Exploration Notes as you progress through the Story.





Test your Pikmin prowess in three different types of mission. With two controllers, two players can work together!



## Collect Treasure!

Retrieve fruit, creatures and other treasure to earn coins. Gain a medal to unlock the next stage.



### 1 Coins Earned

Watch the gauge slide and your coin count increase as you retrieve fruit, creatures and Nuggets.

### 2 Spray Count

The more Ultra-Spicy Nectar  you collect, the more Ultra-Spicy Spray you'll have available to use.

### 3 Time Left

The mission ends when the clock reaches 00:00.



## Battle Enemies!

Defeat as many enemies as you can. Gain a medal to unlock the next stage.



### 4 Points for Enemies Defeated

Shows the accumulated points for creatures you have defeated.

### 5 Enemies Remaining

Shows the number of creatures yet to be defeated.



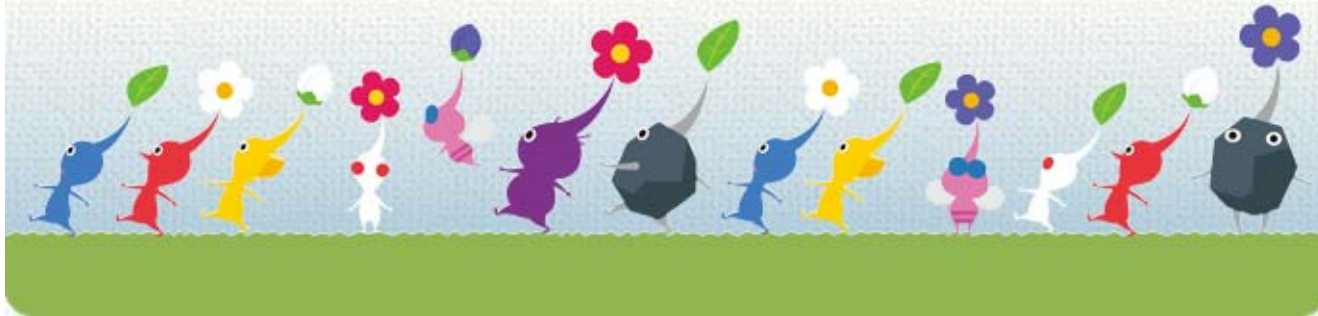
## Defeat Bosses!

Battle bosses you have defeated in the Story as you race against the clock.



## Watch in Replay

When a mission ends, you can watch it again using Replay. Double-check the positions of creatures and fruit to prepare for next time!



P1 and P2 square off in a game of bingo. Before you begin, you can select the controllers you will use and adjust the three settings.

- ◆ You cannot change controllers once the battle has begun.

### Victory Macaroon

When set to ON, a Victory Macaroon is placed near each player's Onion. Retrieve your opponent's macaroon for an instant win!

### Battle Type

Choose 1 VS 1 to control one explorer per player. Choose 2 VS 2 to control two explorers per player with the ability to switch between them.

### Number of Pikmin

You can adjust the number of Pikmin each group starts out with.


- ◆ If you find you have fewer Pikmin when you begin than the number set, keep an eye out for Pikmin hidden elsewhere.







- ◆ P1's information is displayed on the left-hand side of the TV screen, while P2's information is displayed on the right.
- ◆ The map is displayed on the GamePad only.

### 1 Roulette

Retrieve a Cupid's Grenade  to spin the roulette wheel and receive an item at random.

### 2 Items

After retrieving a Cupid's Grenade , you can use the item you received once, by pressing . You can stock up to five Cupid's Grenades.

### 3 Bingo Cards

Activate squares by retrieving the corresponding fruit, creatures and other treasure. Complete a line in any direction - horizontal, vertical or diagonal - to win.

## Making Use of the Map

The map shows the location of fruit and creatures. Whenever you're at a loss, use it to assist your search.



## Fruit Held by Creatures

Fruit held by creatures is displayed as ? on the bingo card.

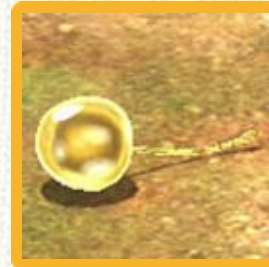


## Use Your Items!

Did you lose the battle despite having several Cupid's Grenades 🍒 stocked? Some items can reverse a losing situation in one fell swoop, so don't forget to press ⬇️ to use your items.

## Gather Golden Grenades!

When you retrieve a Golden Grenade 🍒 your stock of Cupid's Grenades is immediately filled. Make it a priority to gather any that you see!



## Shaking Off Your Opponent's Pikmin

When your opponent's Pikmin latch onto you, you cannot throw or recall your own Pikmin. Shake them off quickly!



- ◆ To shake off your opponent's Pikmin, shake the Nunchuk (if using Wii Remote + Nunchuk), or move Ⓛ vigorously (if using Wii U GamePad or Wii U Pro Controller).





## Items you can use in Bingo Battle



+10 Pikmin

Adds 10 Pikmin to your team.



+5 Rare Pikmin

Adds five rare Pikmin to your team (rarity depends on the stage).



Lightning

Strikes your opponent with lightning, to temporarily disable them.



Lucky Marble

Activates one square of your bingo card.



Rock Storm

Drops a storm of rocks around your opponent.



Ultra-Spicy Spray

Makes the Pikmin in your squad super strong.



Enemy Annihilator

Defeats all indigenous creatures on the screen. (No effect on bosses.)



Bomb

Explodes a short time after being thrown.





### Shuffle

---

Scrambles your opponent's bingo card.

### Mine

---

Activates shortly after being thrown.



Once activated, explodes when an explorer from either team comes close.

Can be planted on walls, fruit and other objects.

### Warp

---



Warps your opponent to another location.



### Macaroon Recovery

---

Returns your stolen Victory Macaroon.



### Throwing Crewmates

Not only Pikmin can be thrown. You can also throw crewmates onto higher terrain or to an opposite shore. Switch control to the thrown crewmate to explore areas previously out of reach.



### Plucking Pikmin

Press **A** once to have your explorer pluck all nearby Pikmin sprouts. Idle explorers will also pluck nearby sprouts.




### Commanding Your Pikmin Squad to Charge!

Command your Pikmin squad to charge at a target and attack it as a group. This technique is useful not only for destroying walls, but also for defeating creatures.



## Using the Go Here! Function

Touch and slide the GamePad's map screen to display the Go Here! icon.

Tap the icon to make the current leader move to  on their own.



- ◆ This function will become available once you have picked up the relevant data file during exploration.

## Invigorate Pikmin with Ultra-Spicy Spray

Invigorate the Pikmin around you with an Ultra-Spicy Spray, temporarily boosting their speed and attack power.



## Handle Bomb Rocks With Care!

When a Pikmin places a Bomb Rock near an obstacle or enemy, call your squad back quickly.



Pikmin caught in the blast will not survive.

## Make Pikmin Roll with the Dodge Whistle

Blow the Dodge Whistle to command your squad to move as one. Handy for dodging enemies' attacks.





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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.

Only for private use. Rental is prohibited.

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

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## Support Information

For product information, please visit the  
Nintendo website at:  
[www.nintendo.com](http://www.nintendo.com)

For technical support and troubleshooting,  
please refer to the Operations Manual for your  
Wii U console or visit:  
[support.nintendo.com](http://support.nintendo.com)