



NINTENDO 3DS SOFTWARE INSTRUCTION BOOKLET
(CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION)

MAA-CTR-AWAP-UKV

This seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Product.



Thank you for selecting the PILOTWINGS RESORT™ Game Card for Nintendo 3DS™.

IMPORTANT: Please carefully read the important health and safety information included in this booklet before using your Nintendo 3DS system, Game Card or accessory. Please read this Instruction Booklet thoroughly to ensure maximum enjoyment of your new game. Important warranty and hotline information can be found in the separate Age Rating, Software Warranty and Contact Information Leaflet (Important Information Leaflet). Always save these documents for future reference.

This Game Card will work only with the European/Australian version of the Nintendo 3DS system.

WARNING! This video game is copyright protected! The unauthorised copying of this game may lead to criminal and/or civil liability.

Welcome to Pilotwings Resort!

Pilotwings lets you experience the thrill of flying through the sky in all sorts of aircraft. This is the third game in the series, which started with PILOTWINGS™ (Super Nintendo Entertainment System™, 1992) and continued with PILOTWINGS™ 64 (Nintendo® 64, 1997). This time, the setting is sunny Wuhu Island, where you can take on exciting missions or just explore the island at your leisure. Above all, have fun!



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1 Getting Started

Pilotwings Resort



1

Touch the PILOTWINGS RESORT™ icon on the **HOME Menu**, then touch **OPEN** to start the game.

2

When the **Title Screen** is displayed, press the **A Button** to continue to the **File Selection Screen**.

When continuing a previously saved game, select a save file. You will then proceed to the **Mode Selection Screen P.06**.

The in-game language depends on the one that is set on the system. This game supports five different languages: English, German, French, Spanish and Italian. If your Nintendo 3DS™ system language is set to one of these, the same language will be displayed in the game. If your Nintendo 3DS system is set to another language, the in-game default language will be English. For instructions about how to change the system language, please refer to the Operations Manual, "System Settings".

Backup Function

This software title contains a backup function which saves records and game progress.

Do not turn the power off and on repeatedly or remove the Game Card while saving. Be careful not to use incorrect controls (eg. resetting the system) or get dirt in the terminals. These actions can cause data to be irrevocably lost.

Do not use external accessories or software to modify your save data, as this can lead to an inability to progress or loss of save data. Any modification is permanent, so be careful.

If you cannot save for reasons other than the above, please refer to the separate Important Information Leaflet for contact information.

2 Selecting a Mode



Mode Selection Screen

MISSION MODE Test your skills in a variety of missions and collect as many ★ as you can.

FREE FLIGHT MODE Fly around collecting extras such as i-Rings **P.09**. More extras will be added to this mode as you progress in **Mission Mode**.

DIORAMAS This option will become available once you reach gold class in **Mission Mode**. Dioramas will be added as you collect extras in **Free Flight Mode**.

OPTIONS Set the volume, configure flight controls and adjust other game settings.

MEMBER CARD View your play time, game progress and other records.

About Flight Controls

Choose between normal or inverted controls for the plane **P.11** and hang glider **P.13**.

Normal Controls

Slide the Circle Pad down to make the plane climb. This is the default setting.



Inverted Controls

Slide the Circle Pad down to dive.





Mission Mode

Select a class and mission to start playing. Once the mission is over, you will receive ★ based on your score. If you complete every mission in a class and obtain enough ★, the next class will become available.




Missions with Landings

When landing, you will receive points based on accuracy (how close you are to the perfect-landing zone) and impact (how gently you land).

Note: You will lose points if you move the Circle Pad before the plane has come to a complete stop.

Saving the Game

There are four save files available, and progress is saved automatically as you play.

Note: A  icon is displayed on the upper screen when the game is being saved. Do not turn the power off while the icon is visible.

3 Screen Layout

Mission Mode (Rocket Belt P. 12)

Points Acquired

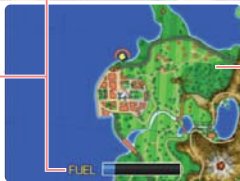


Elapsed Time

Speed

Altitude

Remaining Fuel
(for jet thrust)



Map

About the Map

- Touch the lower screen to change the zoom level of the map (there are three levels).
 - Green objects are lower than your current altitude, and yellow objects are higher.
- Note:** Some objects, such as landing pads and landing strips, are shown in different colours.



Free Flight Mode (Plane P. 11)

i-Ring

i-Rings that you have already collected are marked with ✓.



Remaining Time

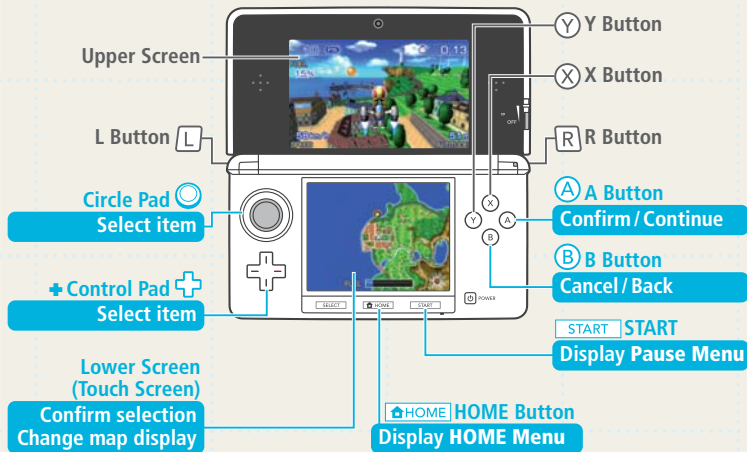
Boost Gauge

Press the A Button when the gauge is full to get a short speed boost.

In Mission Mode or Free Flight Mode, press START to pause the game and display the Pause Menu.

4 Controls

Menu Controls



Close your Nintendo 3DS system during play to activate Sleep Mode, greatly reducing battery consumption. Reopen the system to resume play.



Plane Controls

Pilotwings Resort



Ascend



Descend



Tilt left



Tilt right



Speed boost



Brake



Bank

(left) **L**

(right) **R**

Barrel roll

(left) **L**
(double-tap)

(right) **R**
(double-tap)

Fly upside down

L + **R**

Shoot



Only used in certain missions.

Look around



Change view



Note: This manual refers to normal controls, as set by default in the options **P.06**.

The Circle Pad is only used to change direction as the plane is propelled forwards automatically.



Rocket Belt Controls

Move forwards



Ascend



Jet thrust only

Move backwards



Strong jet



Weak jet



Brake / Hover



Look down



Look around



Shift camera
angle up



Shift camera
angle down



The rocket belt is propelled by thrust from its jets. The angle of the jets determines the direction of movement. You can also rotate your pilot's body independently of the jet thrust by sliding the Circle Pad left and right.

Note: The jets consume fuel **P. 08** while in use.



Hang Glider Controls

Pilotwings Resort



Ascend



Descend



Turn left



Turn right



Flare (brake / land)



Take photo



Cancel photo



Look around



Note: Photos can only be taken in **Free Flight Mode** and in certain missions. Photos can be saved to an SD Card. Do not insert or remove an SD Card while your Nintendo 3DS system is on.

Note: This manual refers to normal controls, as set by default in the options **P.06**.

The Circle Pad is only used to change direction as the hang glider is propelled forwards automatically by aerodynamics.

Credits

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IMPORTANT HEALTH AND SAFETY INFORMATION

READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES. IF THIS PRODUCT IS TO BE USED BY YOUNG CHILDREN, THIS MANUAL SHOULD BE READ AND EXPLAINED TO THEM BY AN ADULT. FAILING TO DO SO MAY CAUSE INJURY.

WARNING – USING 3D FEATURE

- The use of the 3D feature by children aged six and under may cause vision damage. Therefore it is recommended that only children over six should use the system in 3D mode and if children aged six and under have access to the system, parents or legal guardians should restrict the display of 3D images using the Parental Controls feature.
- Do not use the 3D feature if you have a binocular vision disorder such as strabismus, or if you only have sight in one eye. Viewing 3D images can exacerbate these conditions and lead to fatigue and discomfort. Observe careful usage and take a break of 10 to 15 minutes every half hour. If you experience symptoms listed below, adjust the 3D effects to a comfortable level or set the display to only use 2D images.
- Do not view unclear 3D images for extended periods of time. Prolonged viewing of unclear 3D images, such as double images, can lead to eye strain, dryness of the eyes, headaches, stiff shoulders, nausea, dizziness, motion sickness, fatigue and/or discomfort.
- Everyone has a different way of viewing 3D images. For information on how to view 3D images properly please refer to the relevant pages of the Operations Manual. If you experience any of the symptoms above, adjust the 3D effects to a comfortable level or set the display to use only 2D images. Depending on your physical condition and your surrounding environment, you may be unable to see 3D images properly. If this is the case, disable the 3D feature.
- Please refrain from using the 3D feature while travelling as a passenger in cars or on public transport. Constant shaking can lead to 3D images becoming unclear, causing nausea and eye strain.

Be sure to observe the following to ensure your well-being during the use of this product:

- Do not attempt to use this system if you are feeling tired or unwell. Depending on your physical condition, doing so can lead to fatigue and discomfort.
- If you experience fatigue or discomfort in your eyes, head, shoulders or anywhere else, stop playing immediately and take a break. If the symptoms persist, set the display to only use 2D images.
- Avoid excessively long play sessions. Take a break of 10 to 15 minutes every half hour when using the 3D feature, or every hour when not using the 3D feature, even if you don't think you need it.

WARNING – SEIZURES

- Some people (about 1 in 4,000) 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 ever experienced seizures, loss of awareness or any other symptom linked to an epileptic condition should consult a doctor before playing video games.
- Parents or legal guardians should supervise children when they play video games. Stop play and consult a doctor if you or your child have any unusual symptoms such as: **Convulsions, Eye or muscle twitching, Loss of awareness, Altered vision, Involuntary movements, Disorientation.**

To reduce the likelihood of a seizure when playing video games, follow these precautions:

- Do not play if you are tired or need sleep.
- Play in a well-lit room.
- Take a break of 10 to 15 minutes every hour (every half hour when using the 3D function).

WARNING – EYESTRAIN AND MOTION SICKNESS

Playing video games can make your eyes hurt after a sustained period of time, and perhaps sooner if using the 3D feature. Playing video games can also cause motion sickness in some players. Follow these precautions to avoid eyestrain, dizziness or nausea:

- Avoid excessively long play sessions. Parents or legal guardians should monitor children for appropriate play.
- Take a break of 10 to 15 minutes every half hour when using the 3D feature, or every hour when not using the 3D feature, even if you don't think you need it.
- If your eyes become tired or sore while playing, or if you feel dizzy or nauseated, 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 – REPETITIVE MOTION INJURIES

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these precautions to avoid problems such as tendonitis, carpal tunnel syndrome or skin irritation:

- Avoid excessively long play sessions. Parents or legal guardians should monitor children for appropriate play.
- Take a break of 10 to 15 minutes every half hour when using the 3D feature, or every hour when not using the 3D feature, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, or arms become tired or sore while playing, or if you feel symptoms such as **tingling, numbness, burning or stiffness**, stop and rest them 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 – RADIO FREQUENCY INTERFERENCE

The Nintendo 3DS system can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo 3DS system within 25 centimetres (10 inches) of a pacemaker while using wireless communication.
- If you have a pacemaker or other implanted medical device, do not use wireless communication without first consulting your doctor or the manufacturer of your medical device.

Important Safety Information for use of Nintendo 3DS on board aeroplanes, in hospitals and airports

- Operation of the Nintendo 3DS system with wireless communication NOT active may be allowed on board aeroplanes, in hospitals, and in airports as with any other non-wireless device.
- You will know when wireless communication is active on your Nintendo 3DS system when the yellow wireless LED is lit, to indicate that communication is enabled, or is blinking, to indicate that wireless communication is in progress. The wireless LED will blink when you are using in-game multiplayer features or transferring a game/feature to/from another unit. Observe and follow all regulations and rules regarding the use of wireless devices in locations such as hospitals, airports, or on board aeroplanes.
- In order to comply with airline regulations, do not use wireless communication functions while on board an aeroplane. Operation in these locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

IMPORTANT: The Nintendo 3DS system allows you to disable wireless communication for all system features. To enable/disable wireless communication, use the wireless switch on the system.

WARNING – WIRELESS COMMUNICATION

The Nintendo 3DS system offers various applications allowing your Nintendo 3DS system to communicate using wireless communication. To enable/disable wireless communication, use the wireless switch on the system.

IMPORTANT: The Nintendo 3DS system may automatically connect to the internet when wireless communication is enabled. If you want to avoid such connection, please disable all wireless communication by using the wireless switch of the Nintendo 3DS system. A broadband internet connection and a wireless access point or a Nintendo Wi-Fi USB Connector are required in order to enjoy certain Nintendo 3DS Services. You are responsible for any internet connection fees. We therefore recommend you make sure that you have high-speed internet access, with no restrictions on usage and downloading time, before using such services in order to avoid additional Internet charges being incurred when using such services. The Nintendo 3DS Services are not available in all countries; visit <http://3dsservices.nintendo-europe.com> for details.

The Nintendo 3DS Services are governed by the Nintendo 3DS Service User Agreement and Privacy Policy. For more details please visit <http://3dsservices.nintendo-europe.com>.

Keep the following in mind regarding the use of wireless communication:

- If you post, send or otherwise make available any information or content through wireless communication, please make sure not to include any information that can be used to identify you personally, such as your name, email address, your address or your telephone number, as others may be allowed to see such information and content. In particular, when choosing a user name or nickname for your Mii™ characters, please do not use your real name as others may be able to view your user name and the nicknames of your Mii characters when using wireless communication.
- Friend codes and friend cards are a part of a system that allows you to establish a friendship with other users, so that you can play, communicate and interact with people you know. If you exchange friend codes or friend cards with strangers, there is a risk that you could receive information or messages with offensive language or inappropriate content and that strangers may see information about you that you do not want strangers to see. We therefore recommend that you do not give your friend codes to people you don't know and that you do not share friend cards with people you don't know.
- Do not engage in harmful, illegal, offensive or otherwise inappropriate activity that might cause problems for other users. In particular, do not post, send or otherwise make available any information or content that threatens, abuses or harasses other persons, infringes on the rights of others (such as copyrights, portrait rights, privacy rights, rights of publicity or trademarks) or that may make other people feel uncomfortable. In particular, when sending, posting or making available photos, images or videos displaying other people, make sure to obtain their permission beforehand. If inappropriate conduct is reported or confirmed, you may be subject to penalties such as being banned from the Nintendo 3DS Services.
- As far as Nintendo servers are involved in any wireless communication, please note that Nintendo servers may become temporarily unavailable without prior notice due to maintenance following any problems.

GAME CARD PRECAUTIONS / MAINTENANCE

1. Avoid touching the connectors with your fingers. Do not blow on them or allow them to get wet or dirty. Doing so may damage the Game Card and/or the Nintendo 3DS system.
2. Game Cards are high precision electronic devices. Do not store them in places that are very hot or cold. Do not hit, drop or otherwise abuse them. Do not attempt to take them apart.
3. Do not clean with paint thinner, alcohol or any other solvent.
4. Always check the Game Card edge connector for foreign material before inserting the Game Card into the Nintendo 3DS system.

User's Name

Date

Small Desert Island

Spacious Desert Island

Wuhu Main Island

Wedge Island

Firework Launch Zone

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