

RVL-REDP-AUS



UBISOFT

Ubisoft Entertainment  
28, rue Armand Carrel, 93108 Montreuil Sous Bois - France

PRINTED IN GERMANY

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Wii™



# RED STEEL

合氣道養神飯



UBISOFT

INSTRUCTION BOOKLET

THIS SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR NINTENDO SYSTEM.



**WARNING:** Please carefully read the separate Health and Safety Precautions booklet included with this product and the Wii™ operations manual completely before using your Wii™ Hardware system, Game Disc or Accessory. These contain important health and safety information.



#### 60Hz (480i) Mode

60Hz mode (unlike 50Hz mode) is not supported by every TV. On TVs that support 60Hz mode (PAL60 compatibility) this game can be displayed at 60Hz for a clearer display with higher quality. You can enable 60Hz mode in your Wii console's System Settings (Screen).



#### EDTV / HDTV (480p) - Progressive Scan

Progressive Scan is an enhanced display mode that enables the Wii console to present the best possible visual quality. Most high definition TVs and some standard definition TVs support Progressive Scan (480p). To determine whether your TV supports Progressive Scan (480p) consult the user's manual of your TV or contact the manufacturer. You can enable this mode in your Wii console's System Settings (Screen).

NOTE: EDTV / HDTV (480p) requires the use of a Wii component AV cable (sold separately).

The in-game language depends on the one that is set on your Wii console. This game includes five different language versions: English, German, French, Spanish and Italian. If your Wii console is already set to one of them, the same language will be displayed in the game. If your Wii console is set to another language, the in-game default language will be English.

You can change the in-game language by changing the language setting of your Wii console. For further instructions about how to change language settings please refer to the Wii Operations Manual.

#### 60Hz (480i) Mode

60Hz (480i) is a display mode that allows players to view and enjoy their game in enhanced quality. This means an intensely sharp picture and the game running at optimal speed, all of which produces a great gaming experience. We at Nintendo want players to enjoy our games under the best possible conditions.

This game allows a better display with higher quality on TVs that support 60Hz (480i) Mode (PAL60 compatibility). To activate 60Hz (480i) Mode, please select this screen resolution in the Wii System Settings. For additional information on how to set the screen resolution, please refer to the Wii Operations Manual.

When you connect the Wii Component AV cable (sold separately) to a TV which has component video input connections and PAL60 compatibility, you can enjoy an even smoother game screen with less flicker. However, certain, mainly older, TV sets are unable to display games in 60Hz (480i) Mode and therefore a small number of players could experience difficulty in playing this game on their TV. To find out if your TV set features 60Hz (480i) Mode, consult your TV instruction manual or contact the respective manufacturer for details.



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### EDTV / HDTV(480p) Mode - Progressive Scan

EDTV / HDTV(480p) is a progressive display mode that allows players to view and enjoy their game in the best possible quality. This means an intensely sharp picture, the game running at optimal speed and minimised flicker, all of which produces a great gaming experience. We at Nintendo want players to enjoy our games under the best possible conditions.

However, it may happen that this mode cannot be displayed, depending on the combination of TV and cable that you use. To find out if your TV supports the progressive scan display needed for the EDTV / HDTV (480p) Mode, consult your TV Instruction Manual or contact the respective manufacturer for details. Please make sure to use the Wii Component Video Cable (RVL-011) and to enable Progressive Scan on your display device before selecting this mode.

The default setting of the Wii is 50Hz (576i) Mode. To activate EDTV / HDTV(480p) Mode, please select this screen resolution in the Wii System Settings. For additional information on how to set the screen resolution, please refer to the Wii Operations Manual.



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# GETTING STARTED

To begin playing, insert the Red Steel™ Game Disc into the Disc Slot of your Wii™ console and push the Power Button.

Follow the on-screen instructions to start the game.

**Setup note:** Great care has been taken to adjust the aiming sensitivity of the Wii Remote for Red Steel. Please make sure you set your Sensor Bar position information in the Wii system menus, as this helps make the best use of it in the game. Also do not forget to set the light sensitivity of the Sensor Bar in the Wii options and do not play closer than one metre from the Sensor Bar.

Finally to optimize the motion detection you have to perform bold, definitive moves with the Wii remote and the Nunchuk.

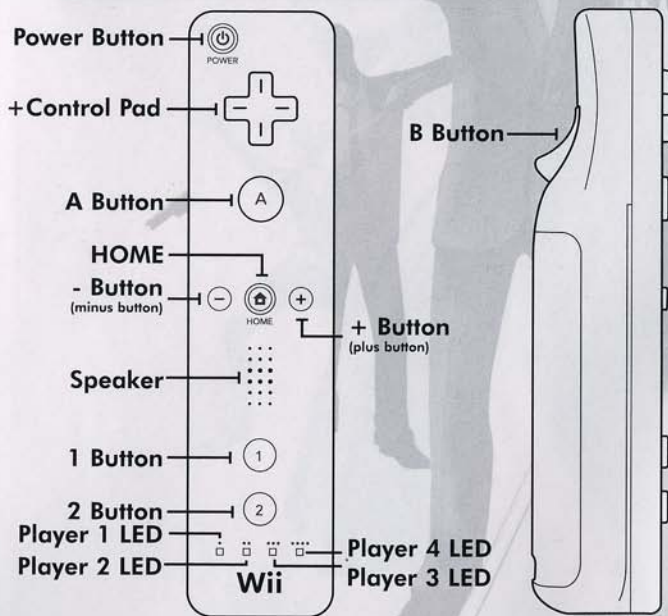
## STORYLINE

An engaging drama unfolds as you learn that your fiancée has been kidnapped and her father, a Japanese mafia kingpin, has been murdered by a rival gang. The only way to save her and defend your honour is to journey from Los Angeles to Japan and confront the Tokyo underworld.

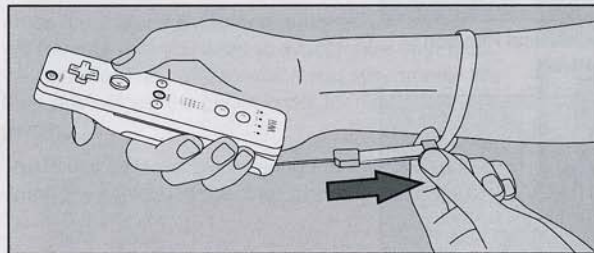
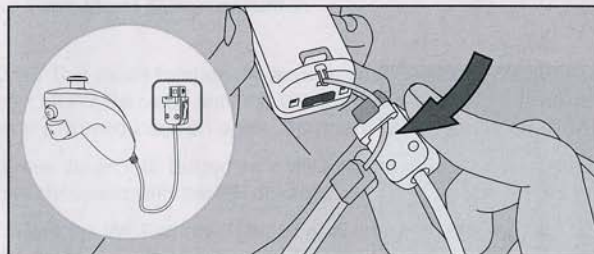
By learning the ancient art of Japanese fighting with your katana, and the focused precision of modern firearms, you will progress and adapt to this foreign environment, where skills alone will not guarantee you victory.

## COMMAND REFERENCE

The Wii Remote



Feed the cord on the Remote Wrist Strap through the Connector Hook. Insert the Nunchuk plug into the External Extension Connector on the bottom of the Remote. Place your hand through the Remote Wrist Strap and hold the Remote firmly in your hand. Slide the strap lock up so that the strap will not fall off your wrist. Do not over tighten the strap lock so that it's uncomfortable. It should just be tight enough to hold the Remote Wrist Strap in place.



**CAUTION:** Wii gameplay with the Wii Remote and Nunchuk can involve rapid or vigorous motion. Please use the Remote Wrist Strap to prevent losing your grip on the Remote and causing damage to the Remote and surrounding objects, or injury to other people. Please ensure sufficient distance to avoid colliding with other persons or things. In addition, do not swing the Remote and Nunchuk more than necessary.

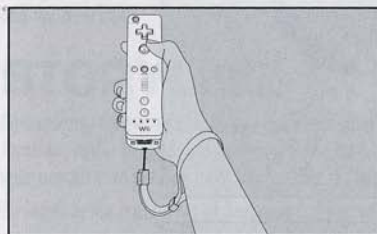
Be sure to install the Nunchuk as described. Use the Connector Hook on the Nunchuk plug with the Remote Wrist Strap cord to prevent the Nunchuk plug from becoming separated from the External Extension Connector on the Remote and striking objects or people.

**WARNING:** Not suitable for children under 36 months of age. The Wii Remote Strap and the cord of the Nunchuk can coil around the neck.

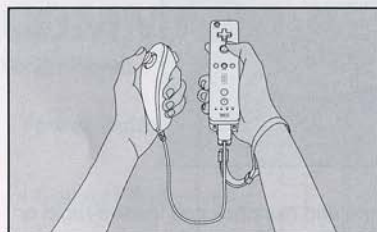


## Wii Remote Configurations

- The Wii Remote can be used by itself, or in different configurations when connected up to other Wii accessories. These configurations can be used right or left handed.
- The configuration will depend on the game you are playing. Review the instruction booklet for the game you are playing for specific controller requirements.



Wii Remote – Vertical Position



Wii Remote and Nunchuk

The player cannot control the Wii Remote if it is not registered on the Wii console. Press the SYNC. Buttons from the Wii Remote and the Wii console simultaneously to register the Wii Remote. The Wii Remote included with your Wii console has already been synchronised with the console. Therefore, the registration of the Wii Remote is not required. For more information please refer to the Wii Operations Manual.

## One Time Mode Synchronisation

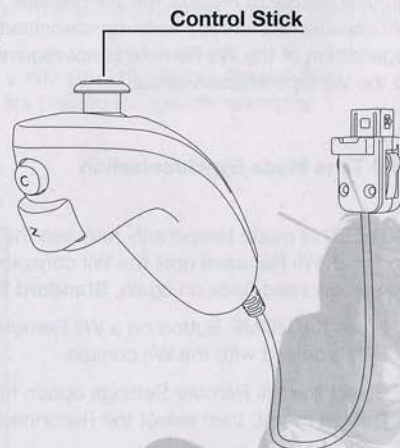
**NOTE:** This mode temporarily removes the **Standard Mode** synchronisation set-up for all Wii Remotes until the Wii console's power is turned off. When the power is turned back on again, **Standard Mode** settings will return.

1. Press the HOME Button on a Wii Remote that is synchronised with the Wii console.
2. Select the Wii Remote Settings option from the **Home Button menu**, then select the Reconnect option.
3. Press the 1 and 2 Buttons simultaneously on the Wii Remote that you want to synchronise with the Wii console. The order in which you synchronise Wii Remotes will set the player order for multiplayer games.
4. The Player LED will blink during the syncing process. When the blinking stops, the connection is complete.



# The Nunchuk

**NOTE:** If the Control Stick is moved out of neutral position when the power is turned on, or when connecting to the Wii Remote, that position will be set as neutral position, causing incorrect game control during gameplay. To reset the Control Stick, allow it to return to the normal neutral position, then simultaneously hold down the A, B, Plus (+) and Minus (-) Buttons on the Wii Remote for three seconds.










## Game Controls

### Interface

<b>OBJECTIVES REMINDER</b>	- Button (minus button)
<b>PAUSE MENU</b>	+ Button (plus button)

### Moving

<b>MOVE</b>	Control Stick	
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<b>JUMP</b>	C Button	
<b>CROUCH</b>	Z Button	
<b>MOVE TABLE TO TAKE COVER</b>	Stand close to table until pointer changes to green action shape. Swing the Nunchuk up.	
<b>OPEN DOOR</b>	Stand in front of door until pointer changes to action shape. Swing the Nunchuk up and down.	
<b>PICK UP WEAPON</b>	Step on weapon and swing the Nunchuk down.	
<b>TAKE ELEVATOR / ACTIVATE SWITCH</b>	Stand in front of the elevator until pointer changes to action shape. Swing the Nunchuk up and down.	

**PICK UP  
AMMUNITION  
OR GRENADE**

Walk above object (this is automatic).

**SAY YES  
OR NO**

Use the Wii Remote to move the Cursor up and down or left and right.



**Shooting**

**TARGET  
ENEMY**

Point at the enemy with the Wii Remote.



**SHOOT**

B Button



**RELOAD  
WEAPON**

Swing the Nunchuk down or press Right on the +Control Pad.



**CHANGE  
WEAPON**

Press Left on the +Control Pad.  
(You can carry up to 2 weapons).



**LOCK ENEMY**

Press and hold the A Button.  
If you are pointing at an enemy, he will be locked automatically. If not, wait until the enemy appears, then target with the Wii Remote to lock.



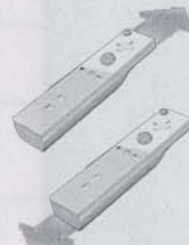
**ZOOM ON  
LOCKED  
ENEMY**

Hold the A Button and move the Wii Remote forward.



**ENTER FOCUS  
TIME MODE**

To freeze the game and tag your enemy, press the A Button and quickly move the Wii Remote forward. Or hold down the A Button and press the C Button.










**SHOOT ENEMY  
IN FOCUS  
TIME MODE**






In Focus Time mode, tag the enemy by pressing the B Button.





<b>TAKE GRENADE</b>	Press and hold Down on the +Control Pad to select the grenade.	
<b>THROW GRENADE</b>	Press and hold Down on the +Control Pad to select the grenade, then swing the Nunchuk down to throw. Or press the B Button (when in Grenade mode).	  
<b>ROLL GRENADE</b>	To select the grenade, press and hold Down on the +Control Pad, then swing the Nunchuk up to roll grenade along the ground.	  

## Sword-Fighting

<b>ATTACK</b>	Swing the Wii remote (for a better motion detection, hold the Wii remote horizontally)	
<b>BLOCK ATTACK</b>	Swing the Nunchuk left or right.	 
<b>DODGE</b>	Move the Control Stick left or right to move, then press the C Button.	
<b>TANTO ATTACK</b>	Attack Swing the Nunchuk (when close to an enemy).	



## HAMMER ATTACK

Hold down the Z Button and swing the Wii Remote and Nunchuk down at the same time.



## LITTLE SCORPION ATTACK

Hold down the Z Button and swing the Wii Remote and Nunchuk outward in opposite directions.



# PLAYING THE GAME

- Menus mainly work by dragging and dropping icons onto the billboard in the middle.
- To grab an icon, move the hand cursor on it, then press and hold the A Button.
- To release/drop an icon, simply release the A Button.

# CREATE/LOAD A PROFILE

To start playing Red Steel, you must first create a profile. A profile contains three save slots; each save slot contains the statistics of one game.

To create a profile, slide the ticket and release it in the billboard (move the hand cursor on the movie ticket on the left side of the screen, then drag and drop it on the billboard in the middle).

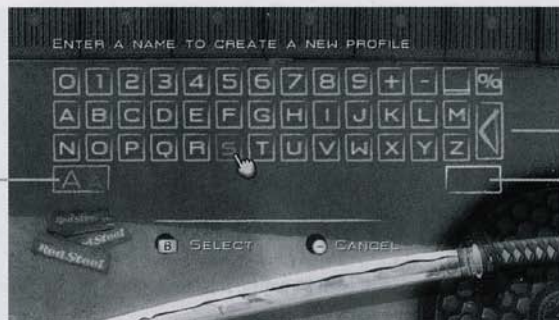
**Note:** When you have created several profiles, you can scroll through the list by pressing the "up" and "down" neons (red and yellow arrows) on the left side of the big screen.

To load the displayed profile, just click on the billboard with the A Button.

To delete a profile, click on the above ticket and validate the confirmation message.



Switch Capital/  
Lowercase



Delete

Validate

To use the keyboard, point at a letter and press the A Button.  
A profile name cannot be more than eight characters.

- To delete a letter, use the Delete button on the keyboard screen.
- You can switch between capital and lowercase letters by pressing the Switch Capital/Lowercase button.
- To validate a profile creation, press the Validate button.

## MAIN MENU

Once you have loaded your profile, you will be taken to the Main Menu.

**Tip:** To learn what each neon does, point at them with the hand cursor and a brief description will appear at the bottom of the screen.

To navigate in this menu, slide the icons to the billboard. To slide any element, you must point at it with the Wii Remote and hold down the A Button. Move the element while you hold down the A Button. To release the element, just release the A Button.



To begin a new game, select **Start a Game**. You can then access the three save slots for your profile. Select any empty slot and slide it to the billboard, or select a slot already used to overwrite (beware! If you do this, any progress saved on it will be lost).



To load a game, select **Load a Game**. You can then access the three save slots for your profile. Select the save game you want to continue playing and slide it onto the panel.



For the **Multiplayer** menu, refer to the Multiplayer section of this manual.



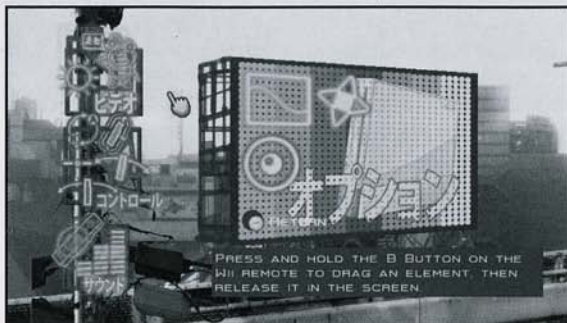
If you select **Chapters**, you can access any mission you already played and saved with this profile. You can then replay them to try to perfect your game skills and improve your rankings.



This neon icon will activate the **Options** pages, where you will be able to configure the game according to your needs.



## Options



## Video

- Turn subtitles on or off.
- Fine-tune the brightness of your television to better enjoy the Red Steel graphics.

## Sound

- Set the volume for the game.
- Turn the Speaker of the Wii Remote on or off, and set the volume.

## Controls

- Set the pointer sensitivity for the Wii Remote.
- Adjust the turning speed of the camera.

**Note:** Three sensitivity presets are available; switch between them to see which one best suits your needs (you can also switch sensitivity settings from the in-game menu).

- Set the sensitivity of the Wii Remote's Motion Sensor. Choose to play by executing large or small movements.
- Set the Fire button to either the A Button or the B Button.
- Turn the rumble feature on the Wii Remote on or off.

# CHALLENGES AND ENEMIES

## Game Interface



Press HOME at any time to access the in-game menu:

- **Game Info:** Access the map objectives, the statistics, and the honour points with which you can unlock combos.
- **Skills List:** Access all the skills you have unlocked in the game.
- **Options:** Open the Options menu.
- **Last Checkpoint:** Restart the game at the last checkpoint.
- **Restart Mission:** Restart the current level without saving your game.
- **Quit the Game:** Quit the current game WITHOUT SAVING your progress and go back to the Main Menu.

Point at an option to select it, then validate with the A Button or B Button.

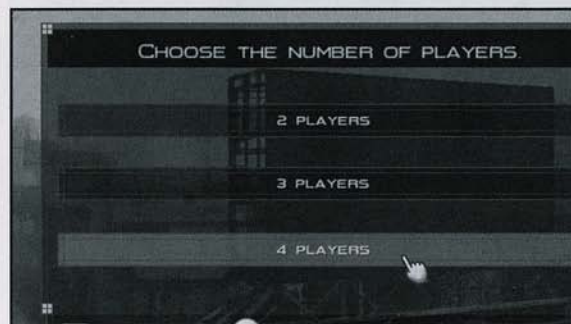


# SAVING THE GAME

The game is automatically saved when you reach a checkpoint. You do not have to manually save the game.

## MULTIPLAYER

Select Multiplayer from the Profile menu to access the multiplayer game.



It is always up to Player One (controller one) to validate multiplayer pages. First, Player One chooses how many players will play in the game.



Next, Player One sets up the game by selecting:

### The Mode:

- **Deathmatch:** Each player fights for himself or herself and must frag as many people as possible to win.
- **Team Deathmatch:** The players are in two teams. The team with the most frags wins.
- **Killer:** Each player fights for himself or herself. The game consists of rounds. At the beginning of each round, each player receives a secret objective through the Speaker on the Wii Remote. The objectives are private. A timer is set that defines the duration of the round. The first player to complete his or her objective wins the round. Depending on the difficulty of the round, players will be rewarded by different quantities of points.

**Note:** Killer mode is only playable with 4 players.

- **The Map:** Select one of four maps - Dojo, Restaurant, Games, or Docks.
- **Time Limit and Score Limit:** Select the criterion that will finish the game (a countdown or a score to reach).
- **Screen:** If you play only a two-person game, you can choose whether you want to divide the screen horizontally or vertically.

Once this is completed, each player must select:

- Which team to join (if the game is in Team Deathmatch mode).
- Which character to play in the game.
- Which bonus to have in the game.

The three bonuses to choose from are:

- **More Damage:** Each attack causes more damage to your enemy.
- **More Life:** You have more life and recover faster.
- **Unlimited Ammunition:** Any weapon you find has infinite ammunition, grenades included. Also, your rate of fire is increased.

To activate your bonus in the game, you must first fill up your bonus gauge by killing opponents. Once it is full, simply press the 1 Button to activate your bonus; its duration will depend on how full your bonus gauge is.

Once all the players have made their choices, the game begins!

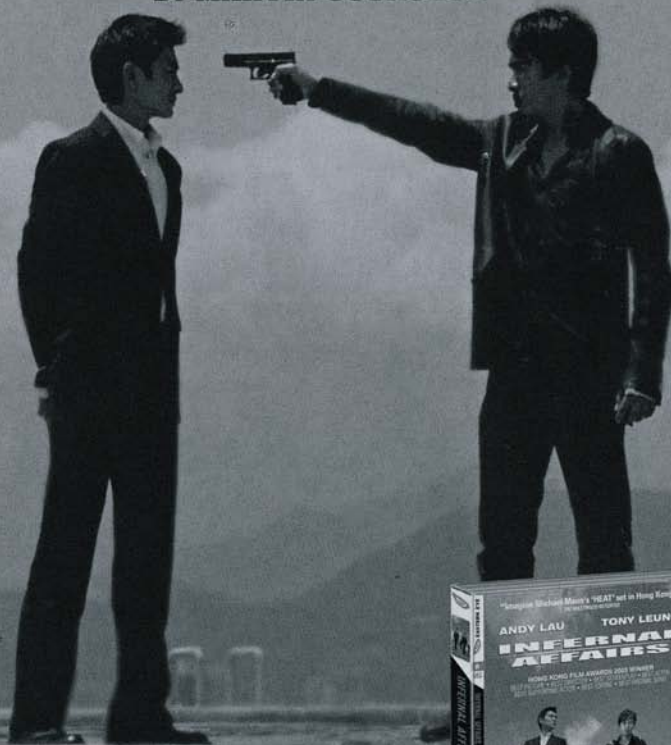


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# INFERNAL AFFAIRS

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M

Medium level  
violence, drug  
references



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Volumes 2 and 3 also available

## TECHNICAL SUPPORT

**NEW:** To serve you better, Ubisoft is now providing full ONLINE support, to solve your gaming problems quickly and efficiently.

Simply go to <http://www.ubi.com/uk> and visit the Ubisoft Frequently Asked Questions first!

By visiting our FAQ database, you can find exactly the same answers that are available to you by calling or sending web-mail to our support representatives. This service is free and available 24/7!

If for any reason you do not find the answer to your question, you can click on the Ask a question link in the **FAQ** to send us a web-mail, ensuring that we get all the important information on your system and your problem so we can answer correctly the first time.

**Make sure to include all information on your system, your problem, and the game you are playing.**

If you do not have Internet access, Our support representatives can assist you from 8:00 am until 10:00 pm daily (excluding Bank Holidays) by Telephone: 0905 - 482 - 0109 Calls cost 30p per minute. Please be at your system when calling Ubisoft for support.

### Australian technical support

Technical Support Info Hotline

1902 262 102

(calls are charged at \$2.48 per minute including GST. Higher from public and mobile phones).

### HINTS & TIPS

Looking for cheats to go up to the next level? Call our 24 hour automated Hints line: 0906 - 646 - 8477. Calls cost £1.00 per minute. Please ask permission from the person who pays the phone bill before making the call.

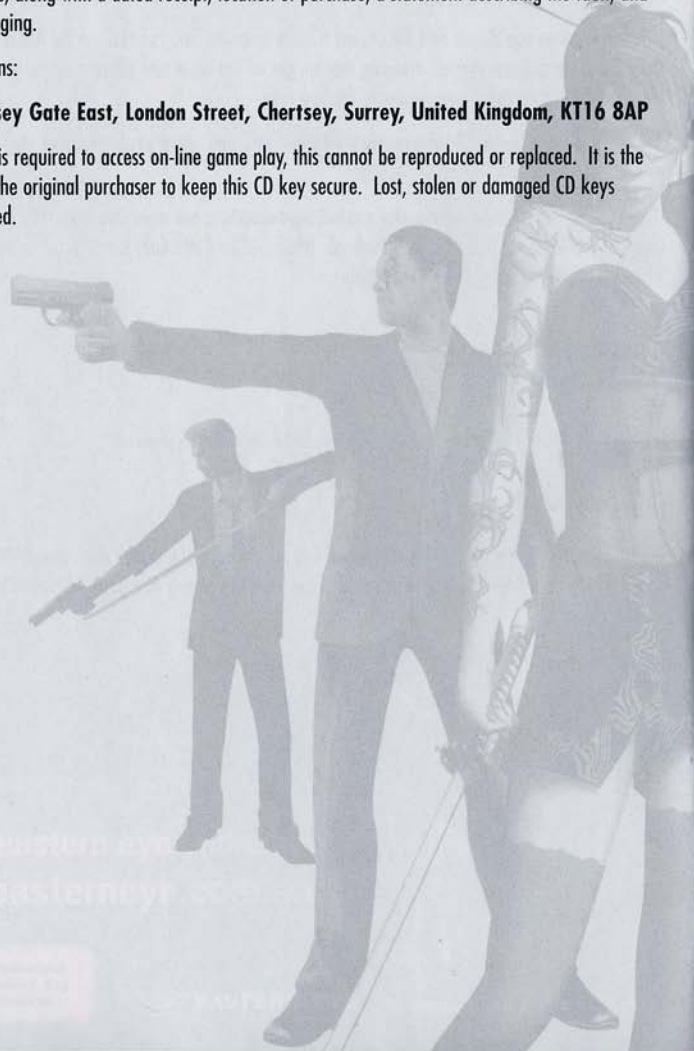
# WARRANTY

Ubisoft guarantees to the original purchaser of this computer software product that the compact disc (CD)/cartridge supplied with this product shall not show any default during a normal use period of ninety (90) days from the invoiced date of purchase. In the first instance please return the faulty product to the point of purchase together with your valid receipt. If for any reason this is not possible, (and it is within 90 days of the purchase date), then the faulty compact discs/cartridges should be returned to Ubisoft at the below address, along with a dated receipt, location of purchase, a statement describing the fault, and all original packaging.

Address for returns:

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Where a CD key is required to access on-line game play, this cannot be reproduced or replaced. It is the responsibility of the original purchaser to keep this CD key secure. Lost, stolen or damaged CD keys cannot be replaced.



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