

<http://www.replacementdocs.com>

RVL-RF4P-AUS

Wii™

# super FRUIT FALL



**SYSTEM • 3**

SYSTEM 3 SOFTWARE LTD  
9-10 GRAFTON STREET  
MAYFAIR  
LONDON  
W1S 4EN

PRINTED IN GERMANY

INSTRUCTION BOOKLET

**SYSTEM • 3**

RRF4PAUS1M



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.

2



#### 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).

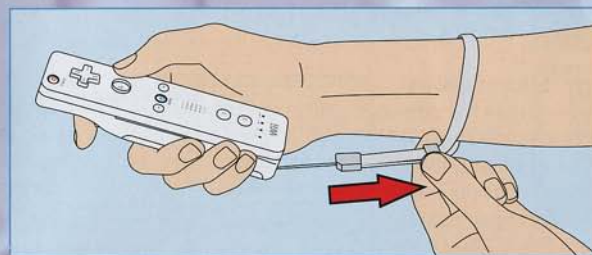
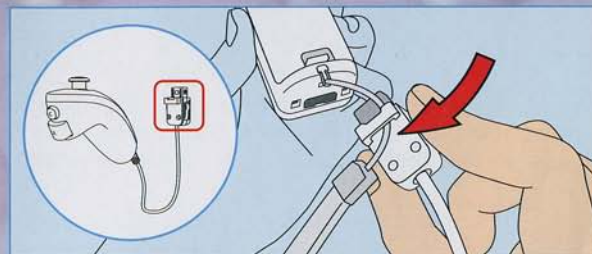
LICENSED BY

**Nintendo**

NINTENDO, WII AND THE SEAL OF QUALITY ICON ARE TRADEMARKS OF NINTENDO.

## OPERATION & SETTINGS

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.

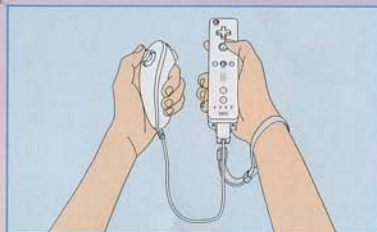
Be sure to install the Nunchuk as described. Use the Connector Hook on the Nunchuk plug with the Remote Wrist Strap cord to prevent the Nunchuk plug from becoming separated from the External Extension Connector on the Remote and striking objects or people.

**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.



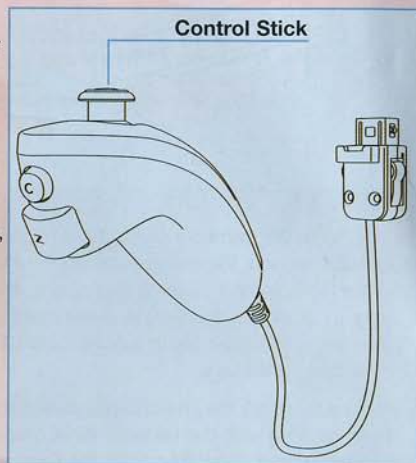
## Wii Remote Configurations

- 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 and 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.



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 synching process. When the blinking stops, the connection is complete.



## 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.



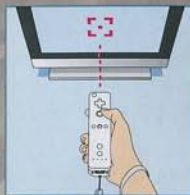


# OPERATION & SETTINGS

## Basic Operations

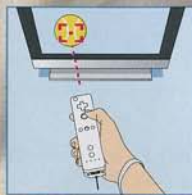
### Point

Point the Wii Remote at a specific place on the TV screen.



### Holding or Grabbing

Point the Wii Remote at a specific place on the TV screen and move the Remote, while holding down a button.



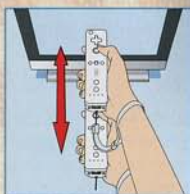
### Waving

Wave the Wii Remote back and forth from side to side.



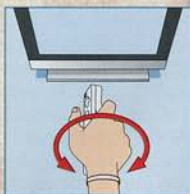
### Pushing or Pulling

Move the Wii Remote forward and backward, while holding down a button.



### Twisting

Move the Wii Remote in a twisting motion by rotating your arm.



# SYSTEM 3 SOFTWARE

Rarely does a company make as dramatic an impact as **System 3 Software** managed with the award winning game The Last Ninja. This software innovation proved to be a major advance in computer entertainment, achieving critical acclaim from gamers and the world's press alike. To this day, this landmark product still commands huge interest from gamers of all ages.

**System 3 Software** has established a reputation for developing innovative and exciting software. Our aim is to provide the player with hours of thrilling entertainment, through challenging and imaginative game play, plus the most sophisticated player-interaction available.

**Super FruitFall** continues the traditions of the System 3 label. With our trademark stunning graphics and addictive 'pick up and play' gameplay, we feel certain you will enjoy this innovative product and look forward to entertaining you again in the near future.

Mark Cale

Mark Cale

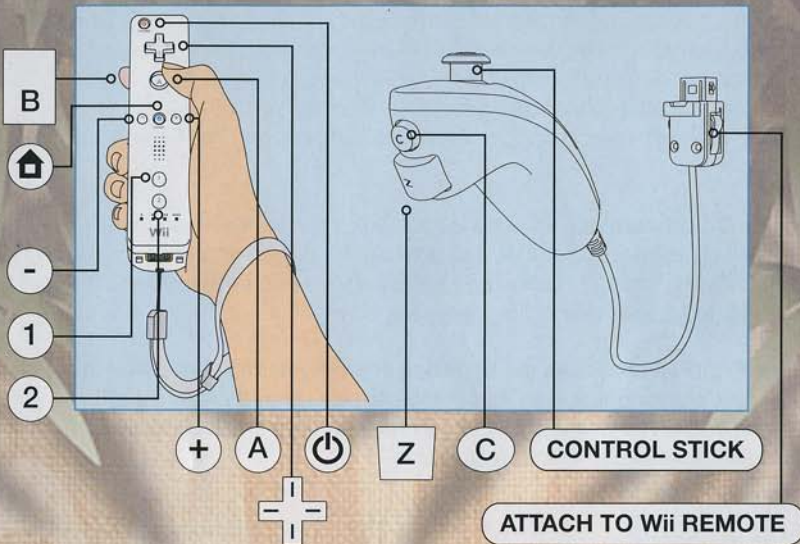
# SUPER FRUITFALL

**Super FruitFall** is a superbly crafted puzzle game. It's one of those games that is impossible to put down, yet so easy to pick up and play! The superb blend of carefully crafted game mechanics, ease of play combined with fifty mind bending levels, will have you falling for Super FruitFall time and time again!





# GAME CONTROLS



## ACTIONS

Rotate Play Area 90°	Rotate Anti-Clockwise - Move/Flick Nunchuk
	Rotate Clockwise - Move/Flick Wii Remote
	Rotate Anti-Clockwise - <b>B</b> Button - Base of Wii Remote
	Rotate Clockwise - <b>Z</b> Button
	Rotate Clockwise/Anti-Clockwise - Control Stick
	Rotate Clockwise/Anti-Clockwise - <b>+</b> Control Pad
Select	<b>A</b> Button
Menu Navigation	Control Stick/ <b>+</b> Control Pad
Auto Solve Mode	<b>+</b> Plus Button
Speed up Falling Fruit	<b>+</b> Push Down on Control Pad
Rotate Play Area 180°	<b>+</b> Push Up on Control Pad
Pause Menu	<b>-</b> Minus Button

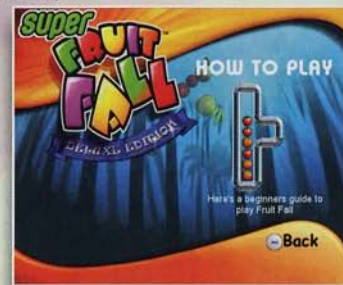
# GAME CONTROLS

The Play Area in Super FruitFall can be controlled in many different ways. The game can be played using the **Wii™ Remote** alone, using the **+ Control Pad**, or the **Nunchuk** controller can be attached to the Wii™ Remote to enable the player to **click** the two controllers to rotate the play area. The control system for Super FruitFall is extremely flexible, allowing the player to choose which combination of buttons and controllers suits them best.

## HOW TO PLAY

The object of the game is to make the fruit disappear by moving them around the grid until they are all together. Fruit must be either above or to the left or right of another fruit, diagonals do not count.

The fruit can only be moved by rotating the play area and allowing the fruit to fall. That's the name of the game... **Super FruitFall!**



A group of three or more of the same fruit will disappear.

If more than one group disappear on one turn, a bonus will be earned for a 'Combo'.

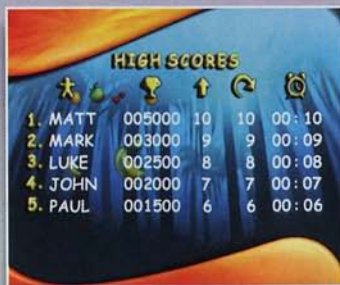
**Beware!** If there are four or more of a kind of fruit in play, putting three together will leave you with one fruit on it's own, and the level will then be impossible to complete.





## SCORING SYSTEM

Points are awarded for all the fruit that disappear. The number of points is multiplied by the number of fruit in the disappearing group. Also, if more than one group of fruit disappears in a single turn, it generates a 'Combo' and all points are then multiplied by two. This continues and the points from the third group are multiplied by three, and so on and so forth...!



High Scores

1. MATT	005000	10	10	00:10
2. MARK	003000	9	9	00:09
3. LUKE	002500	8	8	00:08
4. JOHN	002000	7	7	00:07
5. PAUL	001500	6	6	00:06

## GAME MODES

Super FruitFall provides the player with various game modes to enhance the game playing experience to the full.



### ARCADE MODE

In this mode you attempt to complete as many levels in a row accumulating your time and score as you proceed. If you run out of time or fail on any particular level, you are given three 'continues' - displayed as hearts at the top left of the screen.

Once you have 'unlocked' (completed) a level within Arcade mode, you are then allowed to access it within Time Trial or Practice modes.

## GAME MODES

### TIME TRIAL MODE

Finish the game as quickly as you can!

You can try any 'unlocked' level, as mentioned above, as many times as you like, recording your best times along with your name for that particular level.

Best times appear in the 'Best Times' table as you try to select the level.



### PRACTICE MODE

Play the game at your own speed, no ticking clock to worry about and each time you restart, you continue where you got to last time.



### AUTO-SOLVER HELP MODE

If you ever get stuck on a level, you can ask the Wii™ console for help in finding how to get rid of the next set of fruit. This is done by pressing **+** button whilst playing a level. The Wii™ console will attempt to find the minimum number of moves required to remove a set of fruit from the game. However, whilst the Wii™ console is solving your problem, your score will be rapidly falling and when you have no score left, you are left on your own!

### WINT

Sometimes, if it requires quite a few rotations to get rid of the next set of fruit, the Wii™ console can take a while to work out the solution for you. In this instance it makes sense to move the grid around a few times and let the Wii™ console have another go - it can probably spot a way that you are missing!

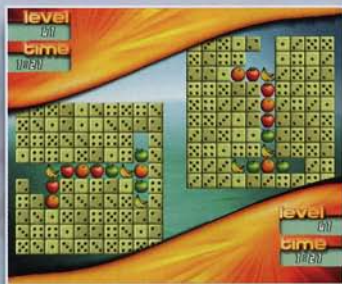


## TWO PLAYER MODE



In addition to the One Player Mode, you can also play Super FruitFall with a friend. A second Wii Remote and Nunchuk is required. When Two Player Mode is selected, simply choose which **Island** (level) you would like to start and then press the (A) button. Each Two player game is played over **TEN** Levels. You will notice two game areas appear, Player **one** on the **LEFT**, Player **two** on the **RIGHT**. The aim of Two player Super FruitFall is to see who can finish the Ten levels the quickest.

The game is over when the first person runs out of time on their level, or when one player completes the Ten levels.



Auto-Solver Mode is not available in Two Player Mode.

In this mode, the controls are exactly the same as One Player Mode.

© 2006 System 3 Software Ltd.

All Rights Reserved. Published and Distributed by System 3 Software Ltd.

Super FruitFall Copyright 2006.

A Mark Cae Production.

## OTHER NEW SYSTEM 3 GAMES

### SYSTEM • 3

Gottlieb  
**pinball**  
CLASSICS

**NEW FOR THE Wii™**

*"The Ultimate in Pinball Wizardry"*



*"The Most Accurate Simulation of all Time"*



Makes full use of the Wii Remote and Nunchuk Controllers for left and right flippers, nudge and ball launch.

The Totally Authentic Pinball Experience - capturing all the sights and sounds of a real arcade. Play Eleven of the greatest Gottlieb Pinball Tables ever created, all featuring Real Pinball Table Mechanics, Graphics and Sounds.

Featuring Six Different Camera Angles to play in, Multi-Player Tournaments with up to 4 players competing with each other, plus Hidden Extras like 'un-lockable' features and tables all combine to make **GOTTLIEB PINBALL CLASSICS** the most accurate pinball simulation ever.

\* Packaging design subject to change

Check [www.system3.com](http://www.system3.com) for hints, tips, community chat and further information on all System 3 products.



# SYSTEM • 3

## IMPOSSIBLE MISSION

NEW FOR THE Wii™



Once again you can become Special Agent 4125, and undertake the desperate mission of saving the world from Elvin Atombender's evil plot to destroy it! IMPOSSIBLE MISSION, originally released in 1984 by EPYX, could arguably be one of the greatest games ever produced. Its appeal, then as now, is the simple plot, challenging gameplay, totally fluid animation and spine-tingling sound FX – who will ever forget Elvin's immortal words, "Destroy him, my robots".

You have 6 hours, of real time, in which to thoroughly search 32 rooms, locate 36 puzzle pieces and then crack the code to defeat Elvin. To navigating the rooms you must time your runs and jumps, leap around platforms and use moving lifts, all this while avoiding deathly and devious human-seeking robots and black orbs. Other features that make IMPOSSIBLE MISSION an outstanding game are, every time the game begins all the rooms are re-arranged, the puzzle pieces moved and the robots relocated, playability is not hindered by having a fixed number of lives instead, each time you die you lose 10 minutes of time off the clock.

\* Packaging design subject to change

Check [www.system3.com](http://www.system3.com) for hints, tips, community chat and further information on all System 3 products.