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Wii™

# WING ISLAND



INSTRUCTION BOOKLET

PLEASE CAREFULLY READ THE Wii™ OPERATIONS MANUAL COMPLETELY BEFORE USING YOUR Wii HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS MANUAL CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.**

### **⚠ WARNING - Seizures**

- Some people (about 1 in 4000) 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 had a seizure, loss of awareness, or other symptom linked to an epileptic condition, should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

Convulsions      Eye or muscle twitching      Altered vision  
Loss of awareness      Involuntary movements      Disorientation

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

### **⚠ WARNING - Repetitive Motion Injuries and Eyestrain**

Playing videogames can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendonitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing or if you feel symptoms such as tingling, numbness, burning or stiffness, 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.

### **⚠ CAUTION - Motion Sickness**

Playing video games can cause motion sickness in some players. If you or your child feels dizzy or nauseous when playing video games, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

### **IMPORTANT LEGAL INFORMATION**

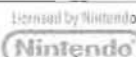
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## STORY



**ONCE UPON A TIME, IN A WORLD RULED BY BIRDS, THERE WAS A YOUNG SWALLOW WHO LIVED ON AN ISLAND IN THE SOUTH SEAS. HIS NAME WAS SPARROW WING JR.**

**HE RAN A HANDYMAN BUSINESS USING AN OLD BIPLANE. HE HAD INHERITED BOTH PLANE AND BUSINESS FROM HIS GRANDFATHER, WHO WAS ALSO A PILOT.**

**THE OTHER BIRDS FROM THE ISLAND CHAIN PAID SPARROW WING JR. TO DO VARIOUS JOBS, WHICH HE LIKED TO CALL "MISSIONS."**

**THIS IS WHERE OUR STORY BEGINS...**

## CHARACTERS

### SPARROW WING JR.

Our game's hero. Known as Junior for short. Runs a handyman business known as Wing Inc. using a plane. Both business and plane were inherited from his grandfather. He makes his living by doing various jobs, or as he likes to say, "missions" for the other birds of the islands. He may be wishy-washy at times, but his energy and flying skills instinctively kick in when it counts.



### PUFFIN CHIRP

Junior's childhood friend. Works as a mechanic and receptionist at Wing Inc. She is one year older than our hero, which makes her feel entitled to play the bossy big sister role. However, most of the time she is just his helpful, good-natured business partner. One of her most important roles is to provide Junior with an overview of each mission.

## CHARACTERS

Here is a brief introduction of Junior's wing mates, who will fly with you on various missions.

### CRANE SPLENDID

A big-brother figure for Junior. He is an all-around nice guy who always has a kind smile on his face.



### SWAN SWEET

A mild-mannered lady who serves as a big sister figure for Junior and Puffin. She is Crane's girlfriend.



## CHARACTERS

### HAWK OLD

An accomplished pilot who is strict and to the point. He is a close friend of Junior's grandfather, and though he always looks stern, his gentle eyes are always watching over Junior.



### OWL FATMAN

A middle-aged bird with a tremendous appetite. He lives by the seat of his pants, never thinking too deeply about things.



## CONTROLS

### WII REMOTE™ (1P)



#### +Control Pad

Press to select menu items. During the game, up and down on the +Control Pad accelerate and decelerate your plane, respectively.



#### B Button

In menu screens, pressing this button cancels the selected menu item and returns to the previous screen. During the game, it serves as an action button whose function varies depending on the selected mission.



#### A Button

Press to confirm the selected item on a menu and display the next screen. During the game, pressing the A Button while tilting the Wii Remote changes formations. See page 10 for more information.



#### Nunchuk Control in One Player Game

When connecting the Nunchuk to the Wii Remote and playing the One Player game, you can look down by pulling the Control Stick back to change the camera angle.



#### + Button (plus button)

Pauses the game. See page 16 for information on the Pause menu.

## CONTROLS

### NUNCHUK™ (TWO PLAYER GAME)

The Nunchuk control described here is only for the Two Player head-to-head game.



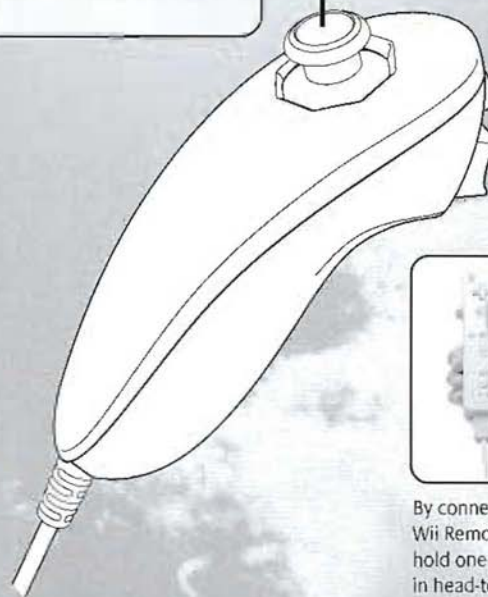
#### Control Stick

Push forward to accelerate and pull back to decelerate.



#### C Button

Pressing the C Button while tilting the Wii Remote changes formations. See page 10 for more information.



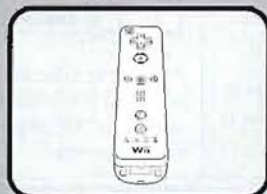
By connecting the Nunchuk to the Wii Remote, two players can each hold one or the other and compete in head-to-head battles.

### CAUTION

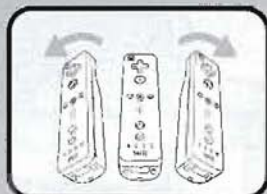
When playing against another player, do not pull on the cable connecting the Nunchuk to the Wii Remote. Pulling on it will not only make it impossible to control the game properly, it may also damage the controllers or cause injury.

## BASIC CONTROLS

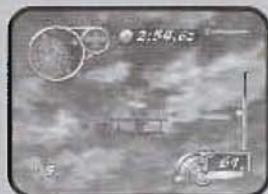
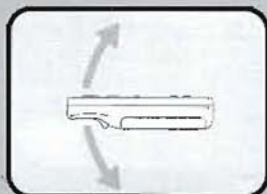
You control your airplane mainly by tilting the Wii Remote or Nunchuk.



Hold the Wii Remote or Nunchuk level to fly straight without changing altitude.

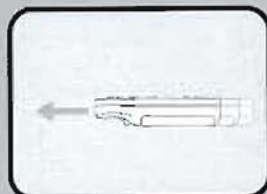


Twist the Wii Remote or Nunchuk right/left to turn your airplane.



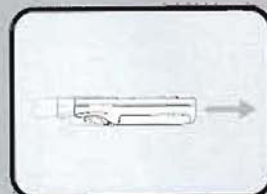
Tilt the tip of the Wii Remote or Nunchuk up/down to increase/decrease your plane's altitude.

## ACROBATIC FLIGHT CONTROLS



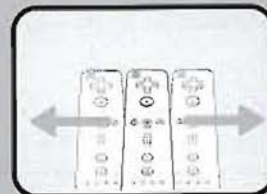
### • ACCELERATING QUICKLY (BOOST)

Quickly thrusting the Wii Remote or Nunchuk forward causes your plane to suddenly accelerate. This is known as "Boost," and it cannot be used continuously.



### • DECELERATING QUICKLY (BRAKE)

Quickly pulling the Wii Remote or Nunchuk back toward you applies your plane's brake.



### • ROLLING (QUICK-TURN)

Quickly swinging the Wii Remote or Nunchuk right/left turns your plane in the direction you swung until you are heading in the opposite direction. This is known as a "Quick-turn". You cannot do this while carrying cargo under your plane.



## ADJUSTING SPEED



You adjust your plane's speed using the +Control Pad on the Wii Remote or the Control Stick on the Nunchuk. Up speeds your plane up and down slows it down. You can fly at a constant speed by leaving the +Control Pad or Control Stick in the center position.

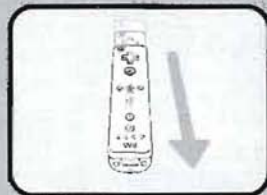
Airspeed indicator

A variety of airplanes appear in the game, and each one has a different top speed, acceleration performance, and turning performance. The key to improving your piloting skills is remembering the characteristics of each plane.

## CHANGING FORMATIONS

In this game, you will sometimes fly in a formation of five planes. Holding down the A Button on the Wii Remote or the C Button on the Nunchuk while performing the actions described hereafter allows you to change formations. You can also switch between formations in order by pressing the A Button twice repeatedly. Acceleration and turning performance varies depending on the formation.

Hold down  
the A Button



### • V-FORMATION

Pull toward you while holding down the A Button (or C Button).

This formation provides average acceleration and turning performance.

## CHANGING FORMATIONS

Hold down  
the A Button

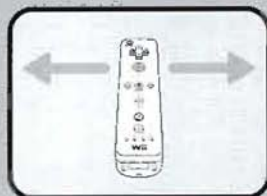


### • LINE FORMATION

Thrust away from you while holding down the A Button (or C Button).

This formation emphasizes acceleration performance and is effective when you want to fly fast and straight.

Hold down  
the A Button



### • CROSS FORMATION

Swing right or left while holding down the A Button (or C Button).

This formation emphasizes turning performance. Swinging right or left while holding down the A Button (or C Button) when you are already in this formation changes the position of your wing mates that surround you.

## STARTING A GAME

Pressing any button on the Wii Remote after the title screen appears displays the main menu.

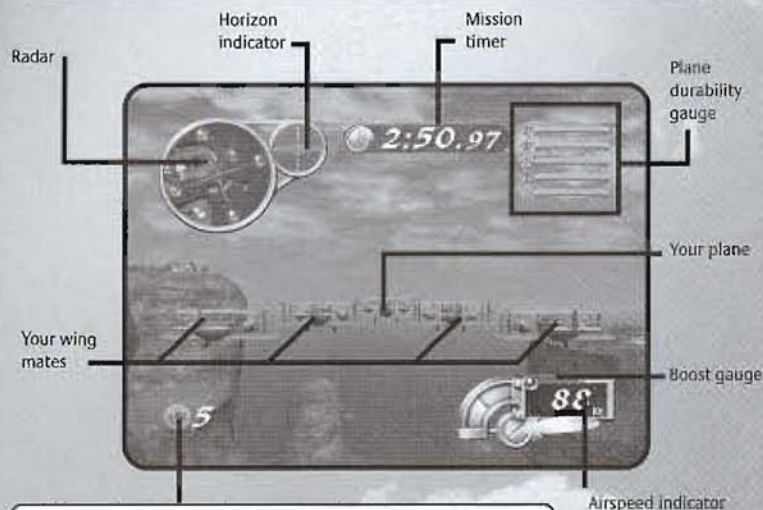
### MAIN MENU

The main menu contains the game modes shown below. You can change various game settings in the Options menu before playing the three different game modes.



- Story Mode:** One Player game mode. The game's story unfolds as you complete missions. See page 14 for more information.
- Competitive Mode:** One or Two Player game mode. Enter a variety of competitions, such as balloon popping and time attack. When going head-to-head with another player, you can use the Nunchuk connected to a Wii Remote or two Wii Remotes. See page 18 for more information.
- Free Mode:** Freely buzz around the islands you have cleared in Story Mode, without having to worry about missions.
- Options:** Change various game settings. See page 20 for more information.
- Tutorial Mode:** Try Tutorial Mode if you are playing for the very first time. This mode will display detailed messages on controlling your airplane, allowing you to learn to control the game while soaring through the sky.

## GAME SCREEN



This icon changes depending on what kind of mission you are flying.

- Radar:** Indicates north (N), south (S), east (E), and west (W) centered on your plane.
- Horizon indicator:** Indicates your plane's angle relative to the ground.
- Mission timer:** Complete your mission before the timer reaches 0.
- Plane durability gauge:** Indicates the durability of your plane and those of your wing mates. The color in the circles corresponds to the color of the wings. Your mission fails if the gauge runs out.
- Your plane:** The plane you are flying.
- Your wing mates:** The planes your wing mates are flying.
- Boost gauge:** The boost function is available when the red lamp is lit. The gauge represents the length of time the boost function will last.
- Airspeed indicator:** The number displayed indicates your current airspeed. The needle on the meter indicates your engine's RPM.



## STORY MODE FLOW

Story Mode is the core game mode of Wing Island. This game mode flows in the following way.

### • SELECT AN ISLAND

Start by selecting an island. The game takes place on three islands. At first, you can only select one of them, but after completing a number of missions on that initial island, you can select what is known as a key mission. You can select a new island once you have completed a key mission.



### • SELECT A MISSION

Once you have selected an island, select the mission you want to challenge. The first time you select a particular mission, you can obtain detailed information on it through messages from the game's characters. Then, the following menu appears.



Start Mission:	Start the mission.
View Events:	View information on the missions you completed.
Hangar:	See page 16 for more information.

## STORY MODE FLOW

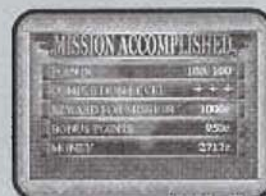
### • SELECT START MISSION

Once you select Start Mission, you can once again obtain detailed information on that mission. Next, you can select which plane you want to fly if you have more than one.

### MISSION STARTS

### • END OF MISSION

You will receive a reward if you complete the mission. If you fail, however, you can try again.



### TO NEXT MISSION

### HANGAR/AIRPLANE SHOP

Before you start a mission, it's probably a good idea to check the condition of the plane you are going to fly. In the Hangar, you can repair and modify your planes. And if you have some money saved up, you can even buy a new airplane at the Airplane Shop. See pages 16 and 17 for information on the Hangar and Airplane Shop, respectively.

## HANGAR

In the Hangar, you can modify (tune) and repair your planes. To tune a plane, you must first buy parts at the Parts Shop. The tuning menu contains the following items.



### Adjust Weight:

You can reduce your plane's weight to improve acceleration and shorten the time it takes to reach top speed.

### Adjust Turning Performance:

Improving your plane's turning performance allows it to respond quicker during turns. However, turning more sharply than intended may make it difficult to control the plane.

### Adjust Engine:

Increasing engine power raises your plane's top speed and maximum load capacity. However, it also makes it more difficult to precisely control.

## PAUSE MENU

Pressing the + Button (plus button) during the game pauses it.

- Return to Game:** Unpause and return to the game.
- Abort:** Quit the game and return to the main menu.
- Retry:** Retry from the beginning.
- Options:** Display the Options menu.



## AIRPLANE SHOP/PARTS SHOP

### AIRPLANE SHOP

This is where you can buy new planes. However, you must have enough money before you can do so.



#### • NORMAL

An airplane with standard speed, turning performance, and durability.



#### • DURABLE

An airplane with high durability but low speed and turning performance.



#### • QUICK

A plane with high speed and turning performance but low durability.

### PARTS SHOP

At the Parts Shop, you can purchase parts for enhancing your plane's performance. Parts are classified into the categories Weight, Turning-Performance, and Engine. Use the parts you buy to tune your plane in the Hangar.





## COMPETITIVE MODE

This game mode is for one or two players. It allows you to enter a variety of competitions, including balloon popping and time attack tournaments. Two people can play against each other using the Wii Remote and Nunchuk or two Wii Remotes.

### COMPETITIVE MODE MENU

- COM Game:** Select to battle against a computer opponent.
- 2P Game:** Select to go head-to-head with another player.
- Time Attack:** 1P game in which you race against time over special courses.
- Score Attack:** 1P game in which you try to score points by popping balloons.



### COMPETITIVE MODE FLOW

#### • ENTER A COMPETITION

Select the competition you want to enter. In the 2P game, Player 1 selects the competition. You can select the following competitions in either the COM Game or 2P Game:



- Plane Tail:** The pilot who pops the most balloons trailing from his opponent's plane wins.
- Score Attack:** Compete for points by popping balloons.
- Time Attack:** Race against time over special courses.

## COMPETITIVE MODE



#### GAME STARTS

#### • RESULTS REPORT

If you make it into the top five based on your results in Time Attack or Score Attack, you can enter your name using letters and symbols. Use up and down on the +Control Pad to select the characters you want and then press the A Button to enter them. Pressing the B Button clears the characters you entered.



## OPTIONS

Use the +Control Pad to select an option and then press the A Button to change its settings. Pressing the B Button returns to the main menu screen.



- Music Volume +:** Pressing the A Button raises the music volume.
- Music Volume -:** Pressing the A Button lowers the music volume.
- SFX Volume +:** Pressing the A Button raises the sound effects volume.
- SFX Volume -:** Pressing the A Button lowers the sound effects volume.
- Auto-Save:** Set whether to automatically save your game when missions end or screens switch, etc. Each press of the A Buttons switches between Auto-Save on/off.
- Save:** Save your current game.
- Load:** Select if you have a saved game you want to load and continue playing.

## FREE MODE

In this mode, you can freely buzz around the islands you have cleared in Story Mode, without having to worry about missions.

## WARRANTY

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## CONSUMER SUPPORT

If you feel stuck in the game, or just need a boost, don't worry!  
You can call the Konami Game Hint & Tip Line for help on many Konami games.

Konami Game Hint & Tip Line: 1-650-801-0465

Hints are available 24 hours a day. Availability is subject to change.

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