

Captain Toad: Treasure Tracker™

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Please read this manual carefully before using this software. If the software will be used by children, the manual should be read and explained to them by an adult.

Also, before using this software, please 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.



Captain Toad is the hero of this game. He travels the world in search of treasure, but he just as often finds trouble! Now, there are a lot of rumors floating around about the intrepid Captain Toad, so let's clear some of those up right now...

Can Captain Toad jump?

Nope. Captain Toad's backpack weighs a ton, so it pretty much keeps him glued to the ground. He's got all sorts of maps and provisions and whatnot in there. If you ask me, he really overpacked for this adventure.



Captain Toad is going it solo, right?

Yup! But you can help him out in certain situations by using the Wii U™ GamePad controller



Captain Toad must be a real powerhouse, huh?

The captain doesn't like to fight, but he's no pushover, either. If he runs into an enemy or a thorn, he'll keep trekking on as Small Captain Toad. He can even defeat enemies by manipulating course objects or terrain.



Uh...what's up with the headlamp?

It's pretty stylish, don't you think? But it's more than just a snazzy accessory. If you shine that headlamp into dark corners and shadowy halls, you might find hidden surprises! Plus, certain enemies are powerless against that light.

It looks like Captain Toad does a lot of walking on this adventure. Don't his feet ever get sore?

Don't worry—the captain gets to rest his feet every now and again. Certain courses let him cover a lot of ground while he rides in a mine cart or zips through a pipe.















Wait—I'm confused. You said he was a solo adventurer...but he's a captain! Doesn't that mean he needs to lead a team or something?

Right you are! Captain Toad leads a special unit called the Toad Brigade, the members of which we first met in Super Mario Galaxy™ on the Wii™ console. He's their captain; but to be honest, no one's ever accused him of being the most reliable member of the group...

Use the Wii U GamePad to play the game.

◆  indicates the Left Stick, and  indicates the Right Stick.

Move	
Look around	 or tilt GamePad
Action (pluck and throw turnips, for example)	
Move course elements or hinder enemies	Touch the GamePad screen
Switch headlamp on/off	
Run	 +  (hold)
Zoom in and out	
Rotate camera 45° to the left or right	 / 
Reset camera position	Press 
Position camera behind the captain	
Display menu	

Mine Cart Controls



Aim	Ⓕ, Ⓖ, or tilt the GamePad
Throw turnip	Ⓐ
Change view	ⓧ
Rotate camera 90° to the left or right	Ⓕ/Ⓖ
Reset camera position	ⓏⒻ


Turnip Cannon Controls







Aim	Ⓕ, Ⓖ, or tilt the GamePad
Launch turnip	Ⓐ
Exit cannon	Ⓑ
Rotate camera 90° to the left or right	Ⓕ/Ⓖ
Reset camera position	ⓏⒻ



There is only one save file. Your game progress will be saved automatically at certain points (when you complete a course, for example).

- ◆ You can delete your save data in the Data Management section of  System Settings, accessed from the Wii U Menu.

Use  or  to turn the pages, and then press  to start the selected course. Press  to return to the title screen.


● You can also touch a page to jump right to it.




1 Number of lives remaining

2 Number of Super Gems collected


3 Course completion info

The  icon will be shown on courses you've completed.

4 Super Gems collected on this course

The  icon indicates the Super Gems you have collected.

5 Challenge

For courses you've already completed, a hidden objective will be displayed here. If you fulfill it, you will receive a  icon.

6 amiibo

See how to use amiibo with this game  9 .


7 Crown stamp

Indicates courses where you've collected every Super Gem, gotten the Power Star, and completed the bonus challenge.

8 A course you haven't completed yet

If you haven't completed a course yet, the edges of its page will glow.

9 Course information

This shows the date you last played this course, as well as the highest number of coins you ever managed to collect here. Note that if you clear a course using an Invincibility Mushroom ( 6), the coins you collected will not be counted.

Courses Requiring Super Gems to Play



You will only be able to play these courses once you have collected the required number of Super Gems.



Coins Galore Courses



Sometimes, the page of a course that you've already played will transform into a portal to a special Coins Galore course.



- ◆ Portals to Coins Galore courses will disappear after you use them.



To clear a course, find and grab the Power Star located somewhere within that course.



1 Number of lives remaining

2 Number of coins collected → 7

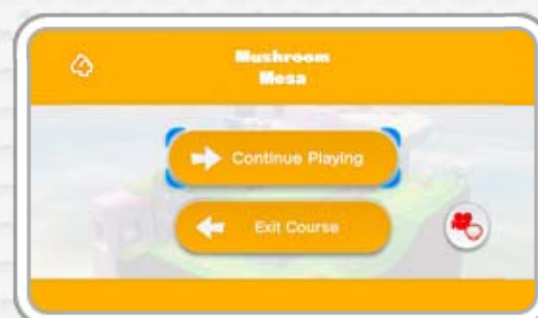
3 Super Gems collected on this course

Menu



Press ⊕ while playing a course to pause the game and bring up the menu screen.

From there you can change how the camera moves or exit the course to choose another course to play.



Too Bad! / Game Over



If you fall from the course or into lava or if you take damage as Small Captain Toad, you'll lose one life. Too bad! If you lose a life with zero lives remaining, it's game over!

Invincibility Mushrooms



If you lose five lives on one course, an Assist Pluck Patch will appear. If you need some help getting through the course, pull it up to find an Invincibility Mushroom. Grabbing it will make you invincible!



- ◆ This doesn't apply to courses you've already completed or those with no enemies.

Continuing the Game

If you select Continue on the game-over screen, you will start a special minigame. After you finish the minigame, you can jump right back into the game!





Coin

Collect 100 coins to earn one extra life.



Super Mushroom

Collect a Super Mushroom as Small Captain Toad to return to normal size.



1-Up Mushroom

Grab one to gain an extra life.



Double Cherry

Collect one to create a copy of Captain Toad.



Super Pickax

If you grab a pickax, Captain Toad will swing it for a limited time, defeating enemies and breaking certain kinds of blocks along the way.



Pluck Patch

Pluck one to reveal all kinds of items.



Turnip

Pluck one out of the ground and carry it around, and then throw it at things.



Red POW Block

Hit one to defeat all nearby enemies and break all nearby blocks.



Spinwheel

Stand on one of these and turn the wheel on the GamePad touch screen to change the terrain.



Pull Switch / P Switch

Pull up a Pull Switch or step on a P Switch to change the terrain of the course.

You can use the Wii U GamePad to help Captain Toad on his adventures.

Moving Objects



You can make some objects move by touching them on the GamePad screen or blowing into the microphone.



Interfering with Enemies



You can stop an enemy in its tracks by touching it.



◆ Except...not all of the enemies respond to touch. Uh-oh!

Finding Hidden Things



Touching items such as invisible coins will make them visible.



You can use a Toad™ amiibo figure to play a special challenge in each course.

- ◆ You must first clear a course before you can use a Toad amiibo on it.
- ◆ You can't use Toad amiibo on Bonus or Coins Galore courses.
- ◆ If you use amiibo of different characters, you will receive 1-Up Mushrooms instead.

Hide-and-Seek with amiibo



● Let's play Hide-and-Seek!

Once you're on the page of the course you'd like to play, simply touch a Toad amiibo to the NFC touchpoint to make Pixel Toad appear. He'll jump right into the page you have open and hide somewhere in that course.

● Ready or not, here I come!

Now it's time to look for Pixel Toad. If you can hear his voice, he might be nearby!

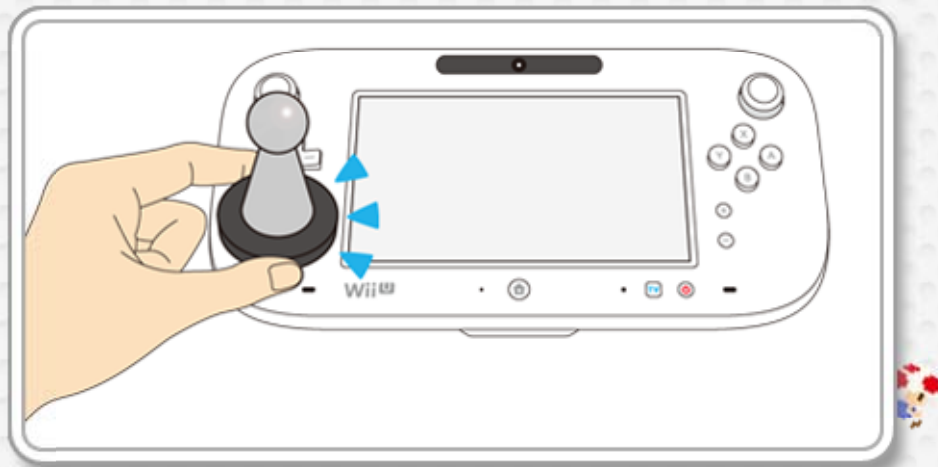


● Found you!

Once you find Pixel Toad, simply touch him on the Wii U GamePad to catch him.

amiibo






This software supports **amiibo**. You can use compatible amiibo™ accessories by touching them to the NFC touchpoint () on the Wii U GamePad controller.

Using near-field communication (NFC), amiibo can connect to compatible software to open brand-new ways to interact with your favorite Nintendo games. For more information, visit Nintendo's official amiibo website at www.nintendo.com/amiibo.

- ◆ An amiibo can be read by multiple compatible software titles.
- ◆ If you cannot restore corrupted data for the amiibo, go to Wii U Menu → System Settings () → amiibo Settings and reset the data.

10 Information about Audio Output

This software supports linear PCM surround sound. In order to experience surround sound, select  (System Settings) from the Wii U Menu, choose the TV item, and then change the audio-output type to Surround.

IMPORTANT

This game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying and/or distribution of any Nintendo game is illegal and is strictly prohibited by intellectual property laws.

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SUPPORT.NINTENDO.COM

USA/Canada:
1-800-255-3700

Latin America/Caribbean:
(001) 425-558-7078