

Pikmin 3

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Important Information

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.



Supported Controllers

This software can be used with any of the following controllers once they have been paired with the console.



- ◆ In two-player mode, you will need two controllers.
- ◆ Only one Wii U GamePad controller can be used.
- ◆ When using a Wii Remote™ or Wii Remote Plus controller, a sensor bar is required. For details, see the Installing the Sensor Bar section of the printed Wii U Operations Manual.
- ◆ A Wii Remote Plus can be used instead of a Wii Remote.

Pairing Controllers

From the HOME Menu, select **Controller Settings** to display the screen shown to the right. Select **Pair**, and then follow the on-screen instructions to pair the controller.




Calibrating Controllers

While connected, if the stick on the controller is not responding correctly, hold **A** **B** **+** **-** simultaneously for 3 seconds to recalibrate.

- ◆ For details, please see "Controller Calibration" in the Wii U Operations Manual.

Information about Audio Output

This game supports 5.1-channel 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.


- ◆ In order to experience surround sound with this software, you will need to connect your Wii U console with a receiver that has a built-in HDMI™ port using a High Speed HDMI Cable. For more information about how to configure and connect your receiver, see the instruction manual for the receiver.






3 Online Features

Connect to the Internet to enjoy these features:



Miiverse™

Connecting to the Internet and going to  (Miiverse) will allow you to do the following:

Add comments or images to snapshots you take within the game using Camera mode  10 , and post to Miiverse to share. Content posted by others can also be viewed on Miiverse.


- ◆ You must connect to the Internet to set up Miiverse.
- ◆ See the Internet Connection Requirements section of the printed Wii U Operations Manual for more information about the equipment required to connect to the Internet.
- ◆ For information on Miiverse, refer to the Miiverse section of the Wii U Electronic Manual. The Wii U Electronic Manual will display when you press  while on the Wii U Menu and select  (Manual) on the HOME Menu.

Participating in Global Rankings

When you've completed the Story  10 or a stage in Mission  11 , you can add your high score to the rankings and see how you rank among players worldwide.

- ◆ Rankings can be viewed by selecting the Ranking button displayed on the results screen after completing the Story or clearing a stage in Mission.

Purchasing DLC Mission Stages




You can purchase DLC Mission stages from the Mission-selection screen.  15



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Note to Parents and Guardians

You can restrict use of the following features by selecting  (Parental Controls) from the Wii U Menu.

Item	Content
Online Interaction in Games	The use of SpotPass to receive world rankings or send high scores can be restricted.  3
Wii U Shopping Services	Purchase of DLC Mission stages can be restricted.  3
Miiverse	The posting of comments and images along with snapshots taken in Camera mode can be restricted with Restrict Posting or Restrict Viewing and Posting.  3

- ◆ Access to this game (as well as other games) can also be restricted through the **Game Rating** item in Parental Controls.





Title Menu



Select the mode you would like to play.

- ◆ If no save data has been created, Story mode will start automatically.

Story

→ 10

Lead Pikmin as you explore the planet and search for edible matter.
(Single player)

Mission

→ 11

Gather treasure and fruit, battle enemies, and defeat bosses within the time limit.
(Single player or 2-player cooperative play)

Bingo Battle

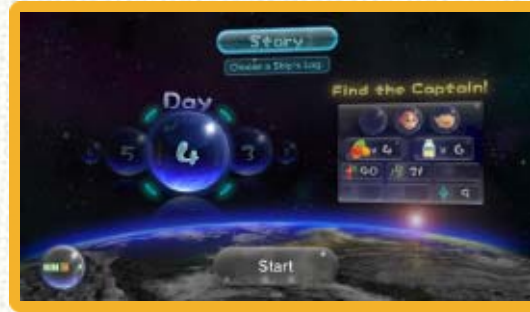
→ 12

P1 and P2 each lead a squad of Pikmin as they battle at bingo!
(2-player versus)

Continuing Play

Select a day to continue

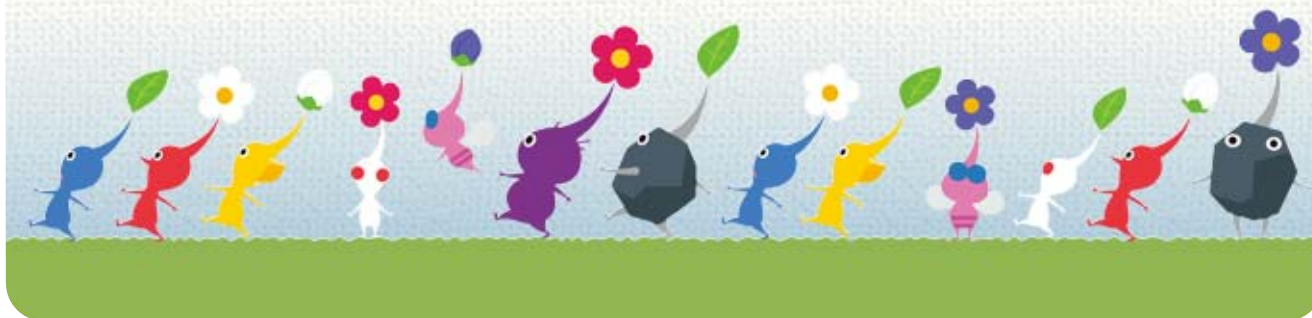
in Story mode from that point. You can switch between days by toggling ⌚ left and right.



- ◆ If you replay an earlier day, save data for subsequent days will be erased when the game is saved at the end of the current day.
- ◆ **Check carefully before you return to an earlier day. Save data cannot be restored once it is erased.**


Saving Data

Your progress will be saved automatically at the end of each day in Story mode and when you finish a mission or Bingo Battle.





The following controls are used when playing with a Wii U GamePad (Stylus Controls):

- ◆ You can switch between Stylus Controls and Classic Controls via the pause menu  .

Stylus Mode Screen

The majority of stylus controls are done on the Stylus Mode screen.



1 Dismiss button

- ◆ When locked on, this changes into the Charge button.

2 Launch Apps button

Displays the Apps Mode screen  .

- ◆ To return to the Stylus Mode screen, tap the Close Apps button.

3 Switch Leader

- ◆ Icons will not be displayed for leaders who are currently part of your squad.

4 Ultra-Spicy button

- ◆ In Story mode, this will be displayed once you've collected 10 Ultra-Spicy berries.

Controlling Leaders

Move



Move pointer

Touch and slide

Call with whistle



(when the pointer is on a Pikmin)

Throw



Quickly tap and release

Dismiss




Tap the Dismiss button

Pluck




(when near Pikmin sprouts)

Switch leader

Tap **Switch Leader** / 
(when there is a leader outside your squad)

Select whom to throw



/  (when not touching/tapping the screen)

Leader Actions

Punch



(when near a creature and there is nobody to throw)

Charge!

Tap the Charge button (when locked on)

Use Ultra-Spicy Spray

Tap the Ultra-Spicy button (when you have spray)

Dodge



(after obtaining Dodge Whistle)

● Bingo Battle only

Use item

Tap the Item button (when you have items stocked)

Camera Controls

Orient your view in the direction you want to look

Touch and slide to the edge

Rotate view freely



Rotate view freely



Lock on



Press (when pointer is on a target)

Menu Controls

Select item



Confirm

Tap and release / A

Open pause
menu



Play Using Only the Wii U GamePad

Press ⊖ on the Wii U GamePad to switch the display of the main screen between the TV and the GamePad.

◆ You can also switch back by pressing ⊖.

Switch to radar
screen (KopPad)

Tap the Launch Apps button
(only when using the
GamePad)







The following controls are used when playing with the Wii U GamePad (Classic Controls):

Controlling Leaders

Move /
Move pointer



Move pointer only  + 

Return pointer to
character



Fix pointer on
target



(when valid target is in
pointer range)

Call with whistle



Throw



Dismiss



Gently shake GamePad / 

Pluck



(A)

(when near Pikmin sprouts)

Switch leader

(Y)

(when there is a leader outside your squad)

Select whom to throw

(L)

Leader Actions

Punch



(A)

(when near a creature and there is nobody to throw)

Charge!

Gently shake GamePad / (B)
(when locked on)

Use Ultra-Spicy Spray

(+)

(when you have spray)

Dodge

(+)

(after obtaining Dodge Whistle)

● Bingo Battle only

Use item

(+)

(when you have items stocked)

Camera Controls

Rotate view freely

(ZL)

Rotate view freely

(R)

Lock on



Press (when pointer is hovering over a target)

Menu Controls

Select item



Confirm



Open pause menu



Play Using the Wii U GamePad

Press \ominus on the Wii U GamePad to switch the display of the main screen between the TV and the GamePad.

◆ You can also switch back by pressing \ominus .

Switch to radar screen (KopPad)



(when playing with just the GamePad)





The following controls are used when playing with a Wii Remote + Nunchuk™ controller:

Controlling Leaders

Move pointer



Aim the Wii Remote in the direction you want to move the pointer

Move



Call with whistle



Throw



Dismiss



Gently shake Nunchuk

Pluck



(when near Pikmin sprouts)

Switch leader



(when there is a leader outside of your squad)

Select whom to throw



Leader Actions

Punch



(when near a creature and there is nobody to throw)

Charge!



Gently shake Nunchuk (when locked on)

Use Ultra-Spicy Spray



(when you have spray)

Dodge



(after obtaining Dodge Whistle)

● Bingo Battle only

Use item



(when you have items stocked)

Camera Controls

Rotate view freely



Lock on



Press (when pointer is hovering over a target)

Menu Controls

Select item



Confirm



Open pause
menu



Play Using the Wii U GamePad

Press ⊖ on the Wii U GamePad to switch the display of the main screen between the TV and the GamePad.

- ◆ You can also switch back by pressing ⊕.
- ◆ Please use the sensor bar on the Wii U GamePad.

Switch to radar
screen (KopPad)



(when using just the
GamePad)





The following controls are used when playing with a Wii U Pro Controller:

Controlling Leaders

Move /
Move pointer



Move pointer only



Return pointer to
character



Fix pointer on
target



(when valid target is
near pointer)

Call with whistle



Throw



Dismiss



Pluck



(A)

(when near Pikmin sprouts)

Switch leader

(Y)

(when there is a leader outside of your squad)

Select whom to throw

(L)

Leader Actions

Punch



(A)

(when near a creature and there is nobody to throw)

Charge!

(B)

(when locked on)

Use Ultra-Spicy Spray

(+)

(when you have spray)

Dodge

(+)

(after obtaining Dodge Whistle)

● Bingo Battle only

Use item

(+)

(when you have items stocked)

Camera Controls

Rotate view freely

(ZL)

Rotate view freely

(R)

Lock on



Press (when pointer is hovering over a target)

Menu Controls

Select item



Confirm



Open pause menu



Play Using Just the Wii U GamePad

Press \ominus on the Wii U GamePad to switch the display of the main screen between the TV and the GamePad.

◆ You can also switch back by pressing \ominus .

Switch to radar screen (KopPad)




(when using just the GamePad)



Explore one area per day as you progress through Story mode.

If at First You Don't Succeed...

In Story mode, the game saves automatically at the end of each day of exploration. When your food supplies run out, the game is over, so if the situation becomes hopeless, try playing again from an earlier day. 



1 Sun meter

Indicates the current time of the day. When the sun reaches the far-right side of the meter, the day will end.

2 Space-suit damage meters

The current leader's damage meter is displayed at the bottom. If the damage meter of each character completely empties, the current day will end.

3 Day display

4 Juice left

Displays the number of days' worth of juice remaining.

5 Fruit collected

6 Pikmin or crewmate to be thrown

Shows the Pikmin type or crewmate ready to be thrown.

7 Number of Pikmin

The number of Pikmin following the current leader is displayed on the left. The total number of Pikmin on the surface is displayed on the right.

Apps Mode Screen




8 Compass

Touch to switch the map between fixed North and variable orientation.

9 Pausing

Touch to pause or unpause play.

10 Go here

Touch and slide the radar map to display. Tap to make the leader move to .

11 Radar

Touch to display the map.

12 Exploration Notes

View the Exploration Notes you've collected.

13 Pikmin info

Touch to see the number and status of Pikmin, including those in Onions, in the field, and in a squad.

14 Fruit File

Touch to view the amount of juice and the characteristics of each type of fruit, along with the number retrieved.

15 Camera mode

Touch to switch to Camera mode and take photos. You can post the pictures you take on Miiverse. The three latest photos taken in each area in Story mode will be used as area images on the World Map.

◆ Photos cannot be saved inside the game.

16 Close Apps button

Closes the Apps, and returns to the Stylus Mode screen.

◆ This will display only when using the Wii U GamePad with stylus controls.

Gather Your Pikmin before the Day Ends

When the sun goes down, the explorers return to the spaceship and leave the planet's surface. At this time, Pikmin also return to



an Onion, which will take off with your spaceship. However, Pikmin who either cannot reach an Onion or aren't in a squad will be left behind and will fall prey to the planet's indigenous life-forms.

Pikmin Survivors

Pikmin in a squad, Pikmin in or near an Onion, and Pikmin in the ground are safe from nocturnal predators and will survive.

Reviewing the Day

At the end of each day, look back over your exploration using the KopPad's replay function.




Planning Your Exploration

At the start of each new day, think carefully about your exploration strategy, keeping in mind the on-board crew chat and the information available on the KopPad.



Reviewing the Exploration Notes

The notes contain useful information, including characteristics of the various Pikmin types and an explanation of the controls. Touch  on the Wii U GamePad to view the notes.



- ◆ You'll come across new Exploration Notes as you progress through Story mode.



11 Mission

Test your Pikmin prowess in three different types of missions. Play alone or with another person. With two controllers, two players can work together!



Collect Treasure!

Retrieve fruit, creatures, and treasure to earn coins. Gain a medal to unlock the next stage.



1 Coins earned

Watch the gauge slide and your coin count increase as you retrieve fruit, creatures, and gold nuggets.

2 Spray count

The more Ultra-Spicy Nectar  you collect, the more Ultra-Spicy Spray you'll have available to use.

3 Time left

The mission ends when the clock reaches 00:00.



Battle Enemies!

Defeat as many enemies as you can.
Earn a medal to unlock the next stage.



4 Points for enemies defeated

Shows the accumulated points for creatures you have defeated.

5 Enemies remaining

Shows the number of creatures yet to be defeated.



Defeat Bosses!

Battle bosses you have defeated in Story mode
as you race against the clock.



Watch in Replay

When a mission ends, you can watch it again using Replay. Double-check the locations of creatures and fruit to prepare for next time!



12 | Bingo Battle

P1 and P2 square off in a game of bingo. Before you begin, you can select the controllers you will use and adjust the three battle settings.

- ◆ You cannot change controllers once the battle has begun.

Victory Macaroon

When set to ON, a Victory Macaroon is placed near each player's Onion. Retrieve your opponent's macaroon for an instant win!

Battle Type

Choose 1 vs. 1 to control one explorer per player. Choose 2 vs. 2 to control two explorers per player with the ability to switch between them.

Number of Pikmin

You can adjust the number of Pikmin each group starts out with.

- ◆ If you find you have fewer Pikmin when you begin than the number set, keep an eye out for Pikmin hidden elsewhere.



- ◆ P1's information is displayed on the left-hand side of the TV screen, while P2's information is displayed on the right.
- ◆ The map is displayed on the GamePad only.

1 Roulette

Retrieve a Cupid's Grenade 🍒 to spin the roulette wheel and receive an item at random.

2 Items

For every Cupid's Grenade you have, you can spin the roulette wheel to receive an item. To use the item you receive, tap the Item button (or press \oplus if not using Stylus Controls).

3 Bingo cards

Activate squares by retrieving the corresponding fruit, creatures, and other treasure. Complete a line in any direction—horizontal, vertical, or diagonal—to win.

4 Item Button

Tap to use the item once.

- ◆ This will be displayed only when using the Wii U GamePad with Stylus Controls.

Making Use of the Map

The map shows the location of fruit and creatures. Whenever you're at a loss, use it to assist your search.





Fruit Held by Creatures


Fruit held by creatures is displayed as ? on the bingo card.

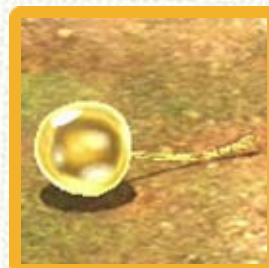


Use Your Items!

Did you lose the battle despite having several Cupid's Grenades  stocked? Some items can reverse a losing situation in one fell swoop, so don't forget to tap the Item button (or press  if not using Stylus Controls) to use your items.

Gather Golden Grenades!


When you retrieve a Golden Grenade , your stock of Cupid's Grenades is immediately filled. Make it a priority to gather any that you see!



Shaking Off Your Opponent's Pikmin

When your opponent's Pikmin latch on to you, you cannot throw or recall your own Pikmin. Shake them off quickly!



- ◆ To shake off your opponent's Pikmin, gently shake the Nunchuk (if using Wii Remote + Nunchuk) or move  vigorously (if using Wii U GamePad or Wii U Pro Controller).





Items You Can Use in Bingo Battle



+10 Pikmin

Spawns 10 Pikmin sprouts from the Onion.



+5 Rare Pikmin

Spawns five rare Pikmin sprouts from the Onion (rarity depends on the stage).



Lightning

Strikes opponents with lightning, causing temporary paralysis.



Lucky Marble

Activates one square of your bingo card.



Rock Storm

Drops a storm of rocks around your opponent.



Ultra-Spicy Spray

Makes the Pikmin in your squad super strong.



Enemy Annihilator

Defeats all indigenous creatures on the screen (no effect on giant creatures).

Bomb



Spawns a Bomb Rock for your Pikmin. Bomb Rocks explode a short time after being thrown.

Shuffle



Scrambles your opponent's bingo card.

Mine



Spawns a Mine for your Pikmin. Mines activate shortly after being thrown. Once activated, Mines will explode when an explorer from either team approaches. They can be planted on walls, fruit, and other objects.

Warp

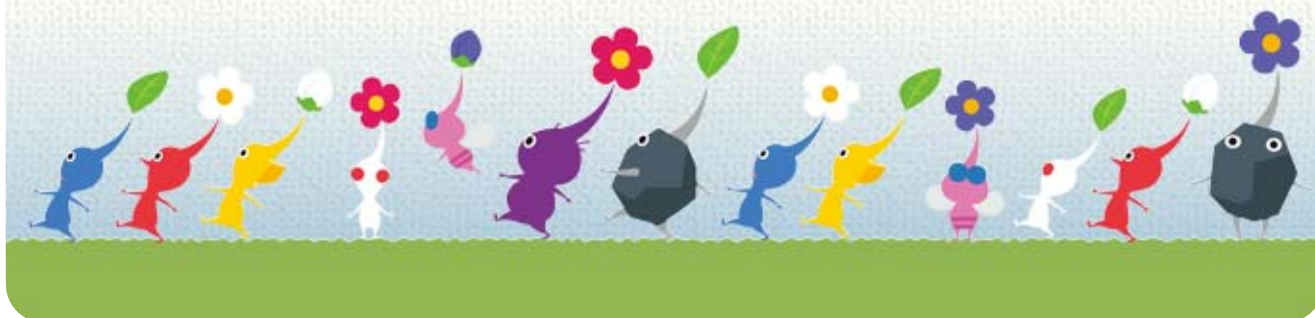


Warp your opponent to another location.

Macaroon Recovery



Returns your stolen Victory Macaroon.



Throwing Crewmates

Not only Pikmin can be thrown. You can also throw crewmates onto higher terrain or to an opposite shore. Switch control to the thrown crewmate to explore areas previously out of reach.



Plucking Pikmin

Press **L** once (or **A** for all control methods except for stylus control) to have your explorer pluck all nearby sprouts. Idle explorers will also pluck nearby sprouts.




Commanding Your Pikmin Squad to Charge!

Command your Pikmin squad to charge at a target and attack it as a group. This technique is useful for not only destroying walls but also defeating creatures.



Using the "Go here" Function

Touch and slide the GamePad's map to display the Go Here! icon. Tap the icon to make the current leader move to  on their own.



- ◆ This function will become available once you have picked up the relevant data file during exploration.

Invigorate Pikmin with Ultra-Spicy Spray

Invigorate the Pikmin around you with an Ultra-Spicy Spray, temporarily boosting their speed and attack power.



Handle Bomb Rocks with Care!

When a Pikmin places a Bomb Rock near an obstacle or enemy, call your squad back quickly. Pikmin caught in the blast will not survive.



Make Pikmin Roll with the Dodge Whistle

Blow the Dodge Whistle to command your squad to move as one. Handy for dodging enemies' attacks.





15 | Purchasing (Paid) DLC Mission Stages

This game allows you to purchase DLC Mission stages through the Internet.

How to Purchase

- ❶ From the title screen, enter Mission mode and select DLC Mission Stages to launch the Nintendo eShop.
 - ❷ Read the "Acquiring Downloadable Content and Passes" section within the electronic manual, and then follow the on-screen instructions.
 - ❸ After purchase and download, please restart the Pikmin 3 game.
 - ❹ You will now be able to select the purchased Mission stages from the Mission-select screen.
- ◆ To view the electronic manual, go to the **Menu** screen within Nintendo eShop, select **Help**, and then select **eShop Manual**.
 - ◆ The status of your download can be checked from the HOME Menu.
 - ◆ There are both free and paid DLC Mission stages. Please see the Nintendo eShop for details.



IMPORTANT

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17 Support Information

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