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Thank you for selecting The Wonderful 101™ game for the Wii U™ system.

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.

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




- ◆ You will need five controllers when playing with five players (additional accessories required for multiplayer mode; sold separately).
- ◆ Only one Wii U GamePad controller can be used.
- ◆ You can use a Classic Controller™ instead of a Classic Controller Pro™.

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.





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.

When you connect to the Internet and use Miiverse™, you can post comments and gameplay screens.

- ◆ 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. Once you have all the required equipment, select **Internet** from  (System Settings) in the Wii U Menu to configure an Internet connection.

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

Item	Content
Miiverse	Restrict Posting limits the ability of the user to post screenshots of gameplay and comments. Restrict Viewing and Posting prevents the user from posting or viewing screenshots of gameplay and comments.

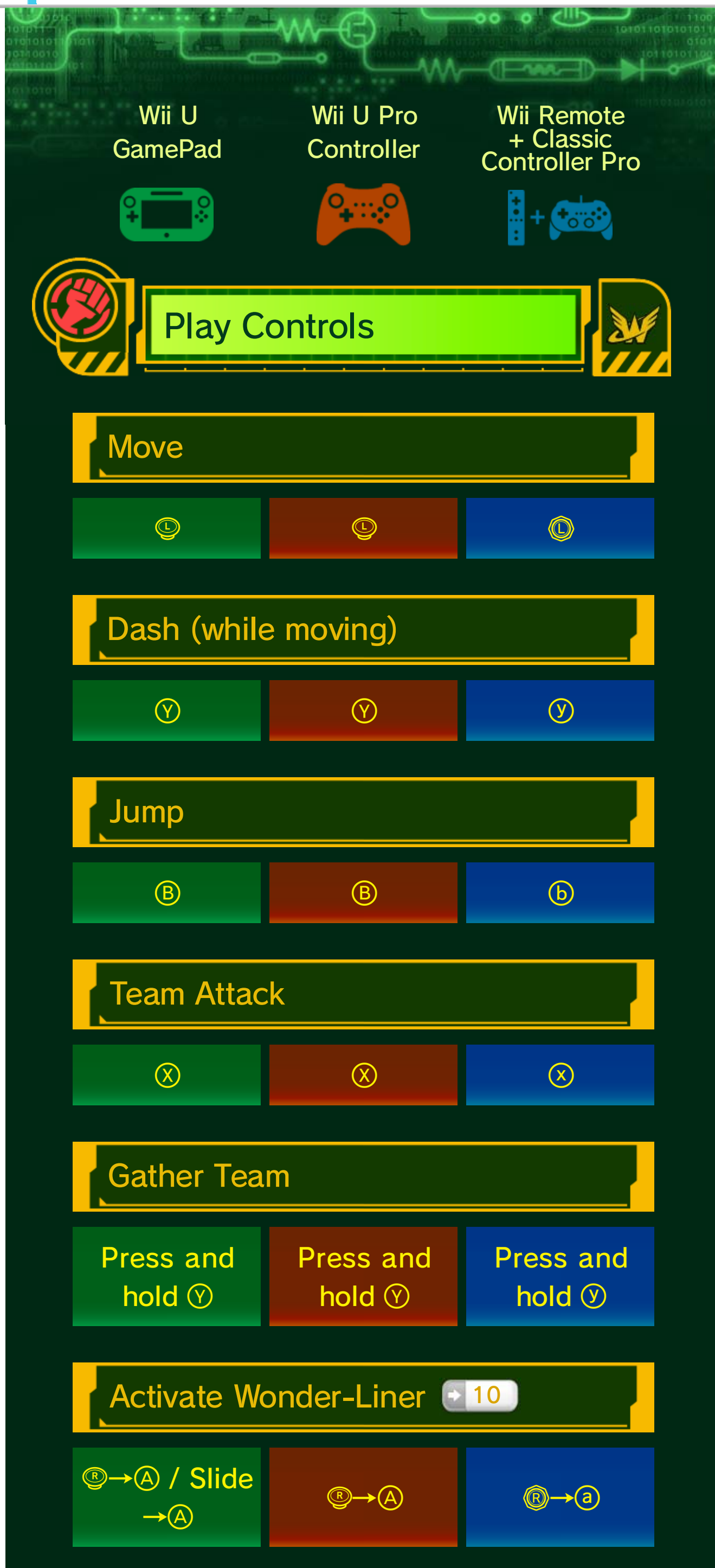
- ◆ Access to this game (as well as other games) can also be restricted through the **Game Rating** item in Parental Controls.



The Wonderful 101 is an action game where up to 100 heroes use their unique abilities to Unite Morph (fuse together as a group) to fight enemies, transform into things, like gliders and bridges, and overcome various obstacles in order to stop an alien invasion.

Up to five players can play simultaneously.





Use Unite Morph / Attack

A

A


a

Deactivate Unite Morph

Y

Y

y

Move targeting reticle for Justice Missile → 9 (After using )

Tilt GamePad

R

R

Fire Justice Missile (After using )

R / Tap

R

R



Wii U
GamePad



Wii U Pro
Controller



Wii Remote
+ Classic
Controller Pro



Player One Controls



When there are two to five players, you cannot use the following controls.

Change squad leader → 9



Select Item

⬇/Tap ⬅ or ➡



Use Item

Press and
hold ⬇/
Touch and
hold

Press and
hold ⬇

Press and
hold ⬇

Zoom in/out



Change display between TV and
GamePad



Pause the game

⊕+⊖/Tap ▢

⊕+⊖

⊕+⊖

Display status screen → 11

⊕

⊕

⊕

Hide Speech Bubble and Character Image (Hide Speech Bubble Only)

Hold Ⓐ
(Hold Ⓛ)

Hold Ⓐ
(Hold Ⓛ)

Hold Ⓐ
(Hold Ⓛ)



Menu Controls



Select item

Ⓛ/+

Ⓛ/+

Ⓛ/+

Select

Ⓐ

Ⓐ

a

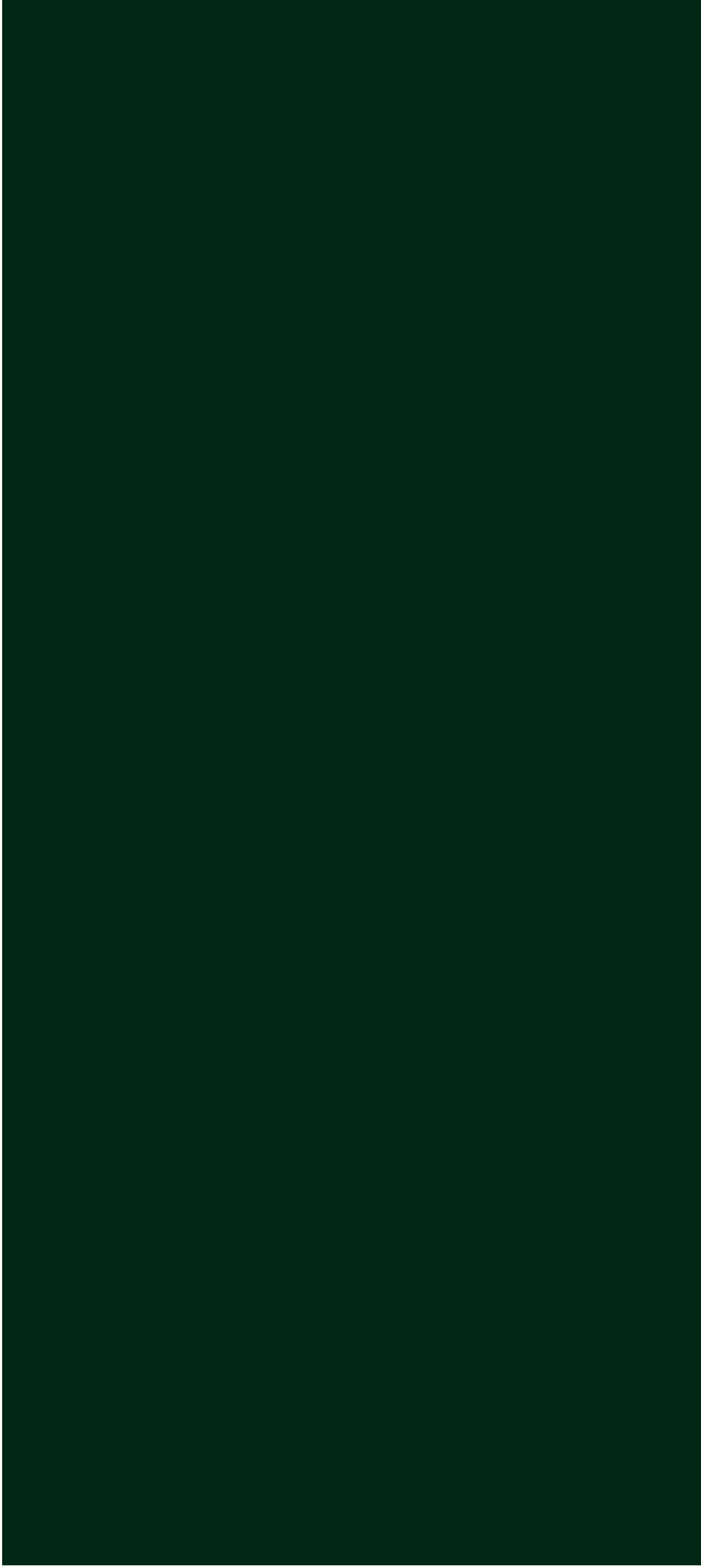
Cancel

Ⓑ

Ⓑ

b





This game is controlled primarily by using buttons. When you use the Wii U GamePad, you will also be tapping the touch screen.

◆ The following controls explanation pertains to when you are playing using the GamePad.



Starting the Game



Press any button at the title screen to display the Load Menu screen. Select the save file you would like to use to go to the main menu. Select Play to start the game.




Playing

» Story

Follow the story line in this single-player mode. Choose Continue to play a previously saved file. To play a previously completed stage, choose Operation Select.

When you choose a stage in Operation Select, you will lose previously saved checkpoint data.

Difficulty Levels and Squad Numbers

You will be able to choose from three difficulty levels when you start the game. Upon completing the main story, you will be able to challenge yourself with a new higher difficulty level. You can change difficulty levels and squad numbers  at either the Operation Select menu or intermediate checkpoints.

» Wonderful Missions

Use a greater number of squad members as you fight through powerful bosses. Playable with one to five players.

Options	Change screen and controller settings and confirm button layout.
Load Menu	Return to the Load Menu, where you can choose a save file to continue from.




Saving



Your progress will be saved automatically as you advance through missions in Story Mode.

- ◆ If you turn off Autosave in the Options menu, autosaving will be disabled and you will need to select the option to save when you reach an intermediate checkpoint.

Copying Data

Choose the save file you want to copy on the Load Menu, and then press . Choose

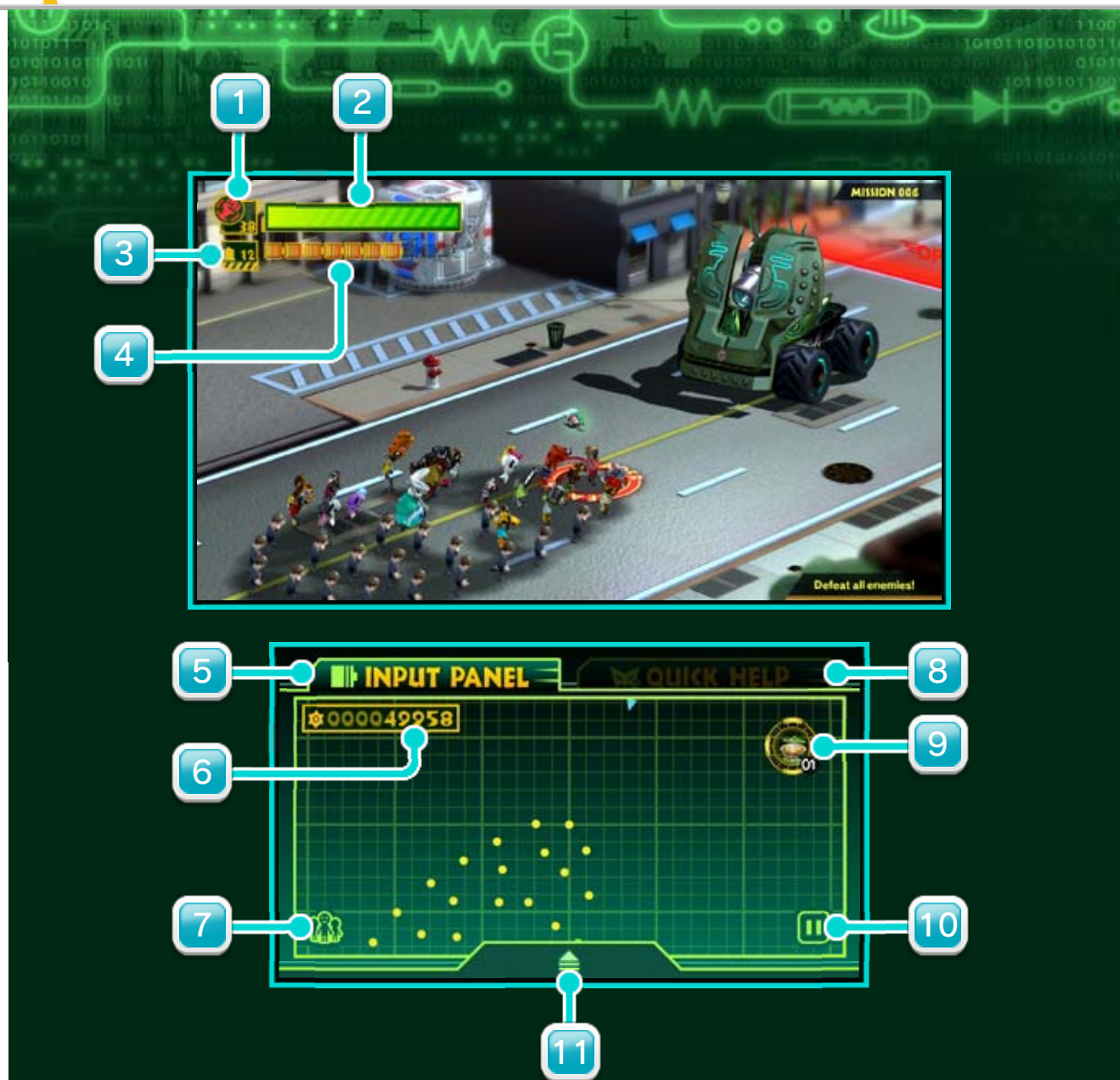
the location you want to copy the data to,
and then press (A).

Erasing Data

Choose a save file on the Load Menu, and
then press (X).

- ◆ Make sure you check the contents of a save file before you erase it. Erased data cannot be recovered.





1 Unite Morph and number of squad members

2 Vitality Gauge

This is the health of your entire squad.

3 Number of Wonderful Batteries (🔋)

When you collect 20 Wonderful Batteries, your Unite Gauge will increase by one.

4 Unite Gauge

This gauge decreases when you use Wonder-Liner or activate a Unite Morph. However, it will refill itself over time.

5 Input Panel

Members are displayed with ●, civilians with ○, and enemies with ▲. You can slide on the touch screen to activate Wonder-Liner.

6 Number of O-Parts (🌐) you have

You will use these when shopping at intermediate checkpoints.

7 Miiverse

You can take a picture of the game screen during play and post it to Miiverse. You can also tap the 🧑🏫 that appears on the results screen after a mission to post your results screen to The Wonderful 101 Miiverse community. When you post something other than the results screen by tapping 🧑🏫, then an illustration of your squad leader or something similar will automatically be displayed in the memo area.

8 Quick help

Check here to see how to use each Unite Morph or to confirm the button layout on each controller.

9 Currently selected item



10 Pause the game

11 Change Squad Leader





Choose a member to act as Squad Leader (the character you control). Both squad members and civilians are counted among your squad total.

Squad Mem- bers	These characters will follow your Squad Leader and can be leveled up ➡ 10 .
Civil- ians	These characters will remain a part of your squad until you reach an intermediate checkpoint. ◆ These characters will not level up.

Controls when Using Simultaneous Screens

Press  to change the display between the Wii U GamePad and the TV. Press  again to display the main screen and the subscreen at the same time. While in this display mode, you can tap the GamePad icon to use the following controls:



-  Pause the game
-  Use Miiverse
-  Switch between main screen and subscreen
-  Toggle subscreen display on/off



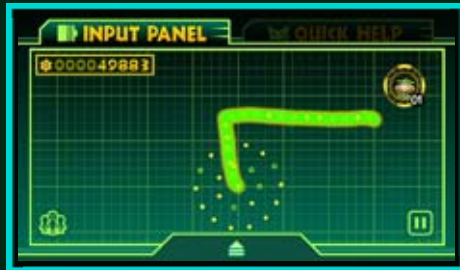
One stage may be divided into several missions. You will fight enemies and gain new members as you complete missions.



Using Wonder-Liner



When you create certain shapes with your Wonder-Liner and press **(A)**, you will activate corresponding Unite Morphs.



Gaining New Members

Squad Members and Civilians are automatically added to your squad when you surround them with the Wonder-Liner.

Getting a Justice Missile

Adding lots of civilians to your squad may grant you an item called a Justice Missile (🚀).



Justice Missiles cause a great amount of damage to enemies and are a powerful advantage during combat.

Obtaining Hidden Items

When you circle certain patterns or objects with the Wonder-Liner, hidden items may appear.

Opening Kahkoo-regah Portals

If you come across a location marked with the pattern shown to the right, circling it with the Wonder-Liner will open a portal to a hidden lair. Complete the mission to receive a reward.



Fighting Enemies



When you use the Squad Attack on enemies, your squad members will swarm over them. Hitting enemies with a Unite Morph at that point will cause increased damage.



Multi Unite Morph




When your squad has a certain number of members and your Unite Gauge has energy remaining, activating a Unite Morph with ⊗ will result in a different kind of Unite Morph that allows you to automatically attack enemies. You can create up to four simultaneous Multi Unite Morphs.



Leveling Up



When you deal damage to an enemy, or activate a certain mechanism, you can level up your squad members. Leveling up increases max health and can either unlock a new Custom Block  equipment slot or teach you a new Command Skill.



Respawning



If you fall off a cliff or fail to input a command before time runs out, your team will respawn, but you will lose a small amount of health as a result.



Game Over



When your team's health is depleted, it's game over. No quick respawning for you!



Items

You can view or use items in your possession here.

Custom Block

Equipping a Custom Block in your Equipment Slot will produce various effects.

You can equip as many Custom Blocks as you have slots available, so you can augment your abilities with a combination of your choosing. You can also gain new slots when leveling up during missions.



» Examples of Custom Blocks



Double Power

Raises the attack power of your Unite Morphs. However, it also greatly raises your Unite Gauge consumption.



Speed Charge

Speeds the recharge time of your Unite Gauge.

File

You can read about Unite Morphs, skills, and item effects here.



Mixer

You can combine several items to create a new item.



Menu

You can change screen and controller settings here, as well as confirm button layouts.

Intermediate Checkpoint

You can purchase Items, Custom Blocks, Unite Morphs, and Skills at Wonderful Marts



between stages. Wonderful Marts require O Parts collected during missions for purchases.

You can also reach a Wonderful Mart from the Operation Select Screen.



This mode increases your number of squad members as you progress through a mission toward a tough boss fight. For one to five players.






Selecting and Starting Missions



The Mission Select Stage is dotted with mission entrances. To start a mission, Player One must touch a mission entrance.

Joining and Quitting

When multiple controllers are connected to the console, you will see  displayed. When this is displayed, players other than Player One can join with . After joining, they can quit with . Joining and quitting are allowed until the start of the mission.



Advancing through the Mission



Missions have the following structure:
Battle Mission ▶ Bonus Time ▶ Battle Mission
▶ Bonus Time ▶ Final Mission

Battle Missions

These missions usually have lots of small to

midsized enemies. There are two Battle Missions per overall mission. Defeat all of the enemies to advance to the next mission stage.

Bonus Time

Every time you clear a Battle Mission, you will start Bonus Time, a mission stage where both items and civilians appear. Bonus Time lasts for only a finite period, so grab all the items you can before you have to move on. Only Player One has the ability to use the items acquired.

Final Missions

After clearing two Battle Missions, you will enter a Final Mission that consists of a fight with a midsized



enemy. When you defeat this enemy, you will clear the mission and return to the Mission Select Stage.



Special Multiplayer Controls



When another player has been knocked out by an enemy attack, you can circle them with your Wonder-Liner to add them to your squad.



Game Over



When your Health Gauge is depleted, you

will get a Game Over. When playing with multiple players, your Health and Unite Gauges are shared by all.



IMPORTANT

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