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Thank you for selecting Pilotwings Resort™ for Nintendo 3DS™.

This software is designed only for use with the European/Australian version of the Nintendo 3DS system.

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



Before use, please also read the Operations Manual for your Nintendo 3DS system. It contains important information that will help you enjoy this software.

- ◆ Unless stated otherwise, any references to "Nintendo 3DS" in this manual refer to both Nintendo 3DS and Nintendo 3DS XL systems.

Health and Safety Information

IMPORTANT

Important information about your health and safety is available in the Health and Safety Information application on the HOME Menu.

To access this application, touch the  icon on the HOME Menu, then touch OPEN and read the contents of each section carefully. When you have finished, press  HOME to return to the HOME Menu.

You should also thoroughly read the Operations Manual, especially the Health and Safety Information section, before using Nintendo 3DS software.

For precautions related to wireless communication and online play, please refer to the Operations Manual, "Health and Safety Information".

Information Sharing Precautions

When sharing content with other users, do not upload/exchange/send any content that is illegal, offensive or could infringe on the rights of others. Do not include personal information and make sure you have obtained all necessary rights and permissions from third parties.

Language Selection

The in-game language depends on the one that is set on the system. This title supports five different languages: English, German, French, Spanish and Italian. If your Nintendo 3DS system language is set to one of these, the same language will be displayed in the software. If your Nintendo 3DS system is set to another language, the in-game default language will be English. For instructions about how to change the system language, please refer to the System Settings electronic manual.

Age Rating Information

For age rating information for this and other software, please consult the relevant website for the age rating system in your region.

PEGI (Europe):
www.pegi.info

USK (Germany):
www.usk.de

COB (Australia):
www.classification.gov.au

OFLC (New Zealand):
www.censorship.govt.nz

Advisories

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Unauthorised reproduction or distribution is prohibited. Your Nintendo 3DS system and this software are not designed for use with any unauthorised device or any

non-licensed accessory. Such use may be illegal, voids any warranty, and is a breach of your obligations under the user agreement.

Furthermore, such use may lead to injury to yourself or others and may cause performance issues and/or damage to your Nintendo 3DS system and related services.

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If you believe your intellectual property rights are being infringed, please visit this website to view the full policy and understand your rights:

ippolicy.nintendo-europe.com

Australia and New Zealand consumers please visit:

support.nintendo.com

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CTR-P-AWAP-EUR




Pilotwings lets you experience the thrill of flying through the sky in all sorts of aircraft. This is the third game in the series, which started with Pilotwings™ (Super Nintendo Entertainment System™, 1992) and continued with Pilotwings™ 64 (Nintendo 64™, 1997). This time, the setting is sunny Wuhu Island, where you can take on exciting missions or just explore the island at your leisure. Above all, have fun!



1. When the Title Screen is displayed, press **(A)** to continue to the File Selection Screen.
2. Select **EMPTY** to create a new save file. When continuing a previously saved game, select a save file. You will then proceed to the Mode Selection Screen (p. 5).



There are four save files available, and progress is saved automatically as you play.

◆  is displayed on the upper screen when the game is being saved. Do not turn the power off while the icon is visible.

- Do not turn the power off, reset the system or remove Game Cards/SD Cards while saving. Make sure not to get dirt in the terminals. These actions could result in permanent data loss.
- Do not use external accessories or software to modify your save data, as this can lead to an inability to progress or loss of save data. Any modification is permanent, so be careful.



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Mode Selection Screen



Mission Mode

Test your skills in a variety of missions and collect as many ★ as you can.

Free Flight Mode

Fly around collecting extras such as i-Rings 🌐 (p. 8). More extras will be added to this mode as you progress in Mission Mode.

Dioramas

This option will become available once you reach gold class in Mission Mode. Dioramas will be added as you collect extras in Free Flight Mode.

Options


Set the volume, configure flight controls and adjust other game settings.

Member Card


View your play time, game progress and other records.

About Flight Controls

Choose between normal or inverted controls for the plane (p. 10) and hang glider (p. 12).

- Normal Controls:
Slide  down to make the plane climb. This is the default setting.



- Inverted Controls:
Slide  down to dive.



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Mission Mode

Select a class and mission to start playing. Once the mission is over, you will receive ★ based on your score. If you complete every mission in a class and obtain enough ★, the next class will become available.



① Current Class


② ★ Collected / Total Collectable ★

③ ★ Acquired in Selected Mission

④ Mission Summary

Missions with Landings

When landing, you will receive points based on accuracy (how close you are to the perfect-landing zone) and impact (how gently you land).

- ◆ You will lose points if you move  before the plane has come to a complete stop.

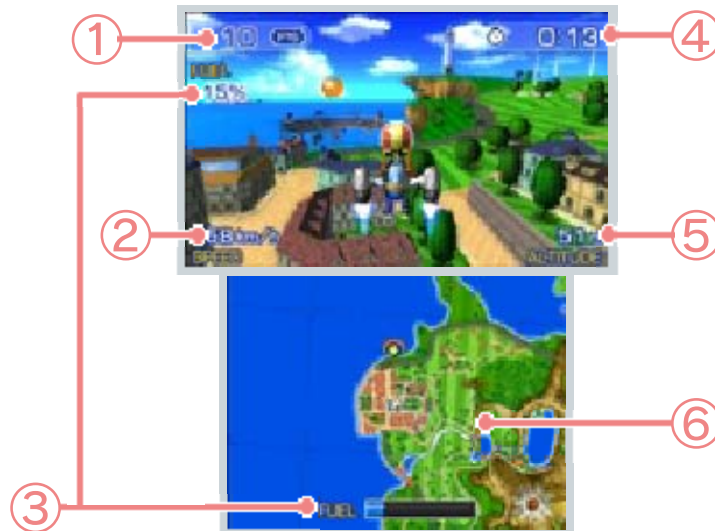


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Mission Mode

The rocket belt (p. 11) was used in the images below.

◆ Press **START** to pause the game and display the Pause Menu.



① Points Acquired

② Speed

③ Remaining Fuel (for jet thrust)

④ Elapsed Time

⑤ Altitude

⑥ Map

About the Map

- Green objects are lower than your current altitude, and yellow objects are higher.
- ◆ Some objects, such as landing pads and landing strips, are shown in different colours.
- Touch the lower screen to change the zoom level of the map (there are three levels).



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Free Flight Mode

The plane (p. 10) was used in the image below.

◆ Press **START** to pause the game and display the Pause Menu.



① i-Ring

i-Rings that you have already collected are marked with ✓.

② Remaining Time

③ Boost Gauge

Press **A** when the gauge is full to get a short speed boost.



Confirm /
Continue

Ⓐ

Select item

Ⓒ / +

Cancel / Back

Ⓑ

Display Pause
Menu

START

Confirm
selection /
Change map
display

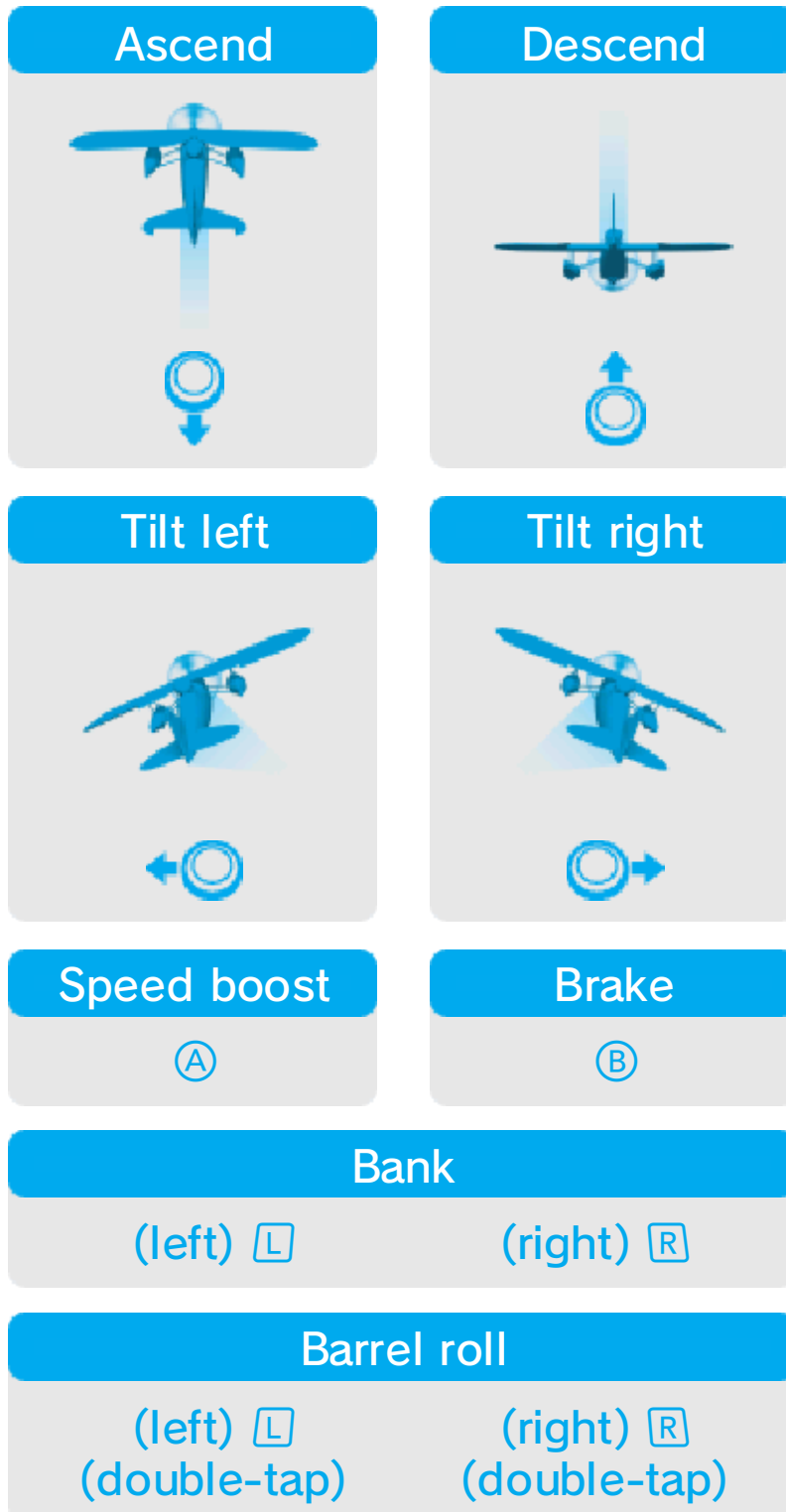
Lower Screen
(Touch Screen)



10 Plane Controls

⊙ is only used to change direction as the plane is propelled forwards automatically.

◆ This manual refers to normal controls, as set by default in the Options (p. 5).



Fly upside down

L + R

Shoot

Aim with Y and release to shoot

◆ Only used in certain missions.

Look around




Change view



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11 Rocket Belt Controls

The rocket belt is propelled by the thrust from its jets. The angle of the jets determines the direction of movement. You can also rotate your pilot's body independently of the jet thrust by sliding  left and right.

- ◆ The jets consume fuel (p. 7) while in use.

Move forwards



Ascend



Move backwards



Strong jet



Weak jet



Brake / Hover



Look down



Look around



Shift camera
angle up



Shift camera
angle down



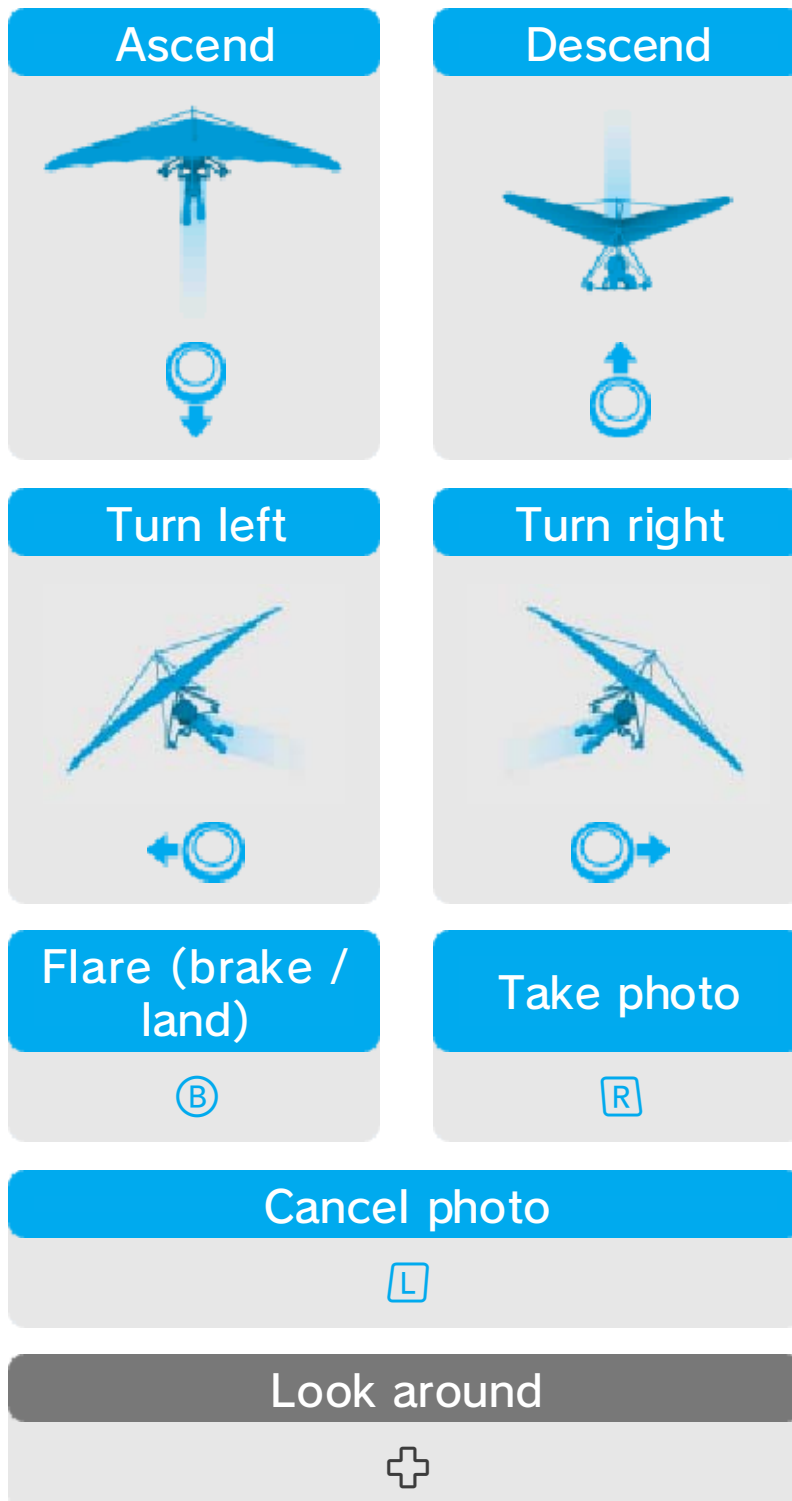
Pilotwings Resort



12 Hang Glider Controls

⊙ is only used to change direction as the hang glider is propelled forwards automatically by aerodynamics.

◆ This manual refers to normal controls, as set by default in the Options (p. 5).



- ◆ Photos can only be taken in Free Flight Mode and in certain missions.
- ◆ Photos can be saved to an SD Card. Do not insert or remove an SD Card while your Nintendo 3DS system is on.

Pilotwings Resort



13 How to Contact Us

For product information, please visit the Nintendo website at:
www.nintendo.com

For technical support and troubleshooting, please refer to the Operations Manual for your Nintendo 3DS system or visit:
support.nintendo.com