Important Information

Thank you for selecting The Wonderful 101™ for Wii U™.

This software is designed only for use with the European/Australian version of the Wii U console. 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 content of the Health and Safety Information application on the Wii U Menu. It contains important information that will help you enjoy this software.

Language Selection

The in-game language depends on the one that is set on the console. This title supports five different languages: English, German, French, Spanish and Italian.

If your Wii U console language is set to one of these, the same language will be displayed in the game.

If your Wii U console is set to another language, the in-game default language will be English. You can change the console language in System Settings.

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

Classification Operations Branch (Australia):
www.classification.gov.au

OFLC (New Zealand):
www.censorship.govt.nz
The following controllers can be used with this software when they are paired with the console.

![Wii U GamePad](image1) ![Wii U Pro Controller](image2) ![Wii Remote™ + Classic Controller Pro](image3)

◆ To play multiplayer modes, each player needs a separate controller.
◆ Only one Wii U GamePad can be used with this software at a time.
◆ A Classic Controller can be used instead of a Classic Controller Pro.

### Pairing Controllers

Open the HOME Menu and select CONTROLLER SETTINGS ⇒ PAIR.
Follow the on-screen instructions to pair your controller.

### Surround Sound

This software supports Linear PCM 5.1 surround sound.
To enable surround sound output, select the TV option in the System Settings application, then set the sound type to SURROUND.

◆ To use surround sound with this software, please connect your Wii U console to supported audio equipment using a HDMI™ cable.
◆ For information on compatibility and settings, please consult the documentation for your audio equipment.
Online Features

Connect to the internet and you can use Miiverse™ to post screenshots from the game and write posts.

- For information about connecting your Wii U console to the internet, refer to the Wii U Quick Start Guide and the Internet section of System Settings.
- You must have an internet connection and set up the Miiverse software before using it.
- For more information about Miiverse, refer to the Miiverse section of the Wii U Electronic Manual. To display the Wii U Electronic Manual, press ® while on the Wii U Menu to go to the HOME Menu and then touch ?.
Parents and guardians can restrict certain features of the Wii U console through Parental Controls on the Wii U Menu.

The following features can be restricted:

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Miiverse</td>
<td>Restricts posting on Miiverse and/or viewing other players' Miiverse posts. It is possible to restrict posting only, or to restrict both posting and viewing. Selecting either of these will make it impossible to post screenshots from the game or write posts.</td>
</tr>
</tbody>
</table>
The Wonderful 101 is an action game in which 100 heroes use an ability called Unite Morph to fight enemies, transform into things such as gliders and bridges, and overcome a variety of obstacles. Up to five players can play at once.
Basic Controls

- **Move**
  - Wii U GamePad: A
  - Wii U Pro Controller: B
  - Wii Remote + Classic Controller Pro: B

- **Dash (while moving)**
  - Wii U GamePad: Y
  - Wii U Pro Controller: Y
  - Wii Remote + Classic Controller Pro: Y

- **Jump**
  - Wii U GamePad: B
  - Wii U Pro Controller: B
  - Wii Remote + Classic Controller Pro: B

- **Team Attack**
  - Wii U GamePad: X
  - Wii U Pro Controller: X
  - Wii Remote + Classic Controller Pro: X

- **Gather Team**
  - Hold Y

- **Use Wonder-Liner**
  - Slide stylus:
    - Wii U GamePad: A
    - Wii U Pro Controller: A
    - Wii Remote + Classic Controller Pro: B
Use Unite Morph / Attack

Deactivate Unite Morph

Aim Justice Missile (after using)

Tilt GamePad

Fire Justice Missile (after using)

Touch the touch screen
Players 2 to 5 cannot use these controls.

**Change Leader**

**Select Item**

- Slide stylus between < and >

**Use Item**

- Hold + / Touch and hold

**Zoom In / Zoom Out**

- R / / L
Starting the Game / Saving

This game is played primarily using the buttons on the controller. If you choose to play with the Wii U GamePad, you can also control some functions using the touch screen.

♦ In the following instructions, the GamePad controls are used as an example.

Starting the Game

When the title screen is displayed, press any button to display the Load Menu. Select the save file you'd like to use and the Main Menu will appear. Here you can select PLAY to start the game and also choose from several other options.

PLAY

STORY

The game’s single-player story mode. Select CONTINUE to play from where you left off or select OPERATION SELECT to play a stage you’ve already completed.

♦ If you use Operation Select to choose a stage, you may lose your checkpoint data for the stage you are currently playing.
On the Load Menu, select the save file

♦ If you set Auto-Save to OFF in the Options menu, the game will not save automatically. You will need to select SAVE DATA during an interval or on the Operation Select screen to save the game.

Wonderful Missions
Build up your team to battle tough enemies in this special mode for 1-5 players.

OPTIONS
Change screen settings, controller settings, etc. You can also view the controls here.

LOAD MENU
Go back to the Load Menu, where you can choose a save file.

Saving
The game will save automatically as you proceed through missions in story mode.

♦ If you set Auto-Save to OFF in the Options menu, the game will not save automatically. You will need to select SAVE DATA during an interval or on the Operation Select screen to save the game.

Copying Save Data
On the Load Menu, select the save file.
you'd like to copy and press ⑦. Then choose the file you'd like to copy the data to and press ⑧.

**Deleting Save Data**

On the Load Menu, select the save file you'd like to delete and press ⑨.

♦ Deleted save data cannot be recovered. Before deleting a save file, please check its contents and make sure that you want to delete the data.
On this panel, ◰ indicates a team member, ◰ indicates a citizen and ▲ indicates an enemy.

**Unite Morph / Number of Team Members**

**Vitality Gauge**
This indicates the health of the whole team.

**Number of Wonderful Batteries**
Collect 20 to increase the size of your Unite Gauge by one unit.

**Unite Gauge**
This gauge will deplete when you use the Wonder-Liner and activate a Unite Morph. It will refill over time.

**Input Panel**
On this panel, ◰ indicates a team member, ◰ indicates a citizen and ▲ indicates an enemy.
Choose a member of the team to act as the leader (i.e. the character you control). The members of the team include both Wonderful Ones and ordinary citizens.

You can use these to shop during intervals.

Take a picture of the current screen which you can upload to Miiverse. You can also touch while a results screen is displayed to post a screenshot of it to a special community designed just for that purpose.

If you touch when no results screen is displayed, an image (e.g. of your team leader) will automatically be included to start off any handwritten posts.

Check how to use the different Unite Morphs and see various control tutorials.

Choose a member of the team to act as the leader (i.e. the character you control). The members of the team include both Wonderful Ones and ordinary citizens.
<table>
<thead>
<tr>
<th>Title</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Wonderful Ones</td>
<td>These are permanent members of the team. They will continue to follow the team leader and can level up.</td>
</tr>
<tr>
<td>Citizens</td>
<td>These are temporary members of the team. They will remain in the team until you reach an interval. These team members cannot level up.</td>
</tr>
</tbody>
</table>

## Controls When Displaying Both Screens

Press ⊗ to switch the screens shown on the Wii U GamePad and the TV. Press ⊗ again to display the main screen and sub-screen at the same time. While in this display mode, you can touch the icons on the GamePad to perform the following actions.

- [Pause](#)
- [Use Miiverse](#)
- [Switch the main screen and sub-screen](#)
- [Toggle sub-screen display on and off](#)
Each stage is divided into several missions. In the process of completing each mission you will fight enemies and can increase the size of your team.

**Wonder-Liner**

Draw certain shapes using the Wonder-Liner and you will activate a Unite Morph related to that shape.

**Gaining New Team Members**

Surround Wonderful Ones and citizens with the Wonder-Liner to add them to your team.

**Justice Missiles**

Add a lot of citizens to your team and you might obtain Justice Missiles. Use Justice Missiles to deal a large amount of damage to your foes.
**Finding Hidden Items**

Circle certain patterns or objects with the Wonder-Liner and you may reveal hidden items.

**Kahkoo-regah**

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 you're given to receive a reward.

**Fighting Enemies**

Use the Team Attack on enemies to make your team members swarm over them. Hit the enemy with a Unite Morph at this point to deal an increased amount of damage.

**Multi-Unite Morph**

If your Wonder-Liner is active and you have enough remaining team members and power in your Unite Gauge, you can press ☀ to create a Unite Morph that will attack enemies automatically. You can create up to four of these Multi-Unite Morphs at a time.
When your team’s health runs out, it will not be possible to instantly respawn. Instead, the Game Over screen will appear.

**Respawning**

If you fall off a cliff, fail to input a command in a given time limit, etc., your team will respawn with slightly reduced health and the game will continue.

**Levelling Up**

Dealing damage to enemies and activating certain mechanisms will cause the permanent members of your team, the Wonderful Ones, to level up. Levelling up can increase your team's maximum health, unlock new equipment slots for the Custom feature and teach your team new attacks.

**Game Over**

When your team’s health runs out, it will not be possible to instantly respawn. Instead, the Game Over screen will appear.
Equip Custom Blocks in your equipment slots to produce various effects.
You can equip as many Custom Blocks as you have slots available. Power up your team using your own personal combination of Custom Blocks. The number of equipment slots may increase when your team levels up during missions.

**Examples of Custom Blocks**

- **Double Power**
  Amplifies the attack power of Unite Morphs, but depletes a great deal of the Unite Gauge.

- **Speed Charge**
  Increases the recovery speed of the Unite Gauge.

**File**
Read up on all kinds of things including Unite Morphs, Skills and the effects of items.
Between stages, you can stop off at a Wonderful Mart. There you can use O-Parts collected during the game to purchase items, Custom Blocks, Unite Morphs and Skills. You can also access a Wonderful Mart from the Operation Select screen.

Mixer

Mix several items together to make a new item.

Menu

Change screen settings, controller settings, etc. You can also view the controls here.
A special mode for one to five players. Build up your team to battle tough enemies as you progress through missions.

Selecting a Mission

Mission entrances are dotted about the Mission Select stage. Player 1 must stand on a mission entrance to select a Wonderful Mission.

Joining and Leaving

When multiple controllers are connected to the console, an icon will be displayed for each additional player, e.g. 🎮. When this is displayed, players 2-5 can join the game by pressing ⊕. They can press ⊕ again to leave the game. Players can no longer join or leave once a Wonderful Mission has begun.

Progressing Through a Wonderful Mission

Each Wonderful Mission has the following structure:
Battle Mission ➔ Bonus Time ➔ Battle Mission
When a member of another player’s team has been knocked out by an enemy attack, circle them with your Wonder-Liner to add them to your own squad.

**Battle Missions**

Lots of small-to-mid-sized enemies will appear. Defeat all of these enemies to complete the Battle Mission. Each Wonderful Mission will include two Battle Missions.

**Bonus Time**

Bonus Time will occur after clearing a Battle Mission. During Bonus Time, items and citizens will appear. Collect them quickly, as once the time limit elapses, Bonus Time will end and the game will proceed. Only player 1 can use the items obtained.

**Final Missions**

Clear two Battle Missions to begin a Final Mission. In Final Missions, your team faces off against powerful enemies. Defeat them to clear the Wonderful Mission and return to the Mission Select stage.

**Additional Feature for Multiplayer**

When a member of another player’s team has been knocked out by an enemy attack, circle them with your Wonder-Liner to add them to your own squad.
If your health is entirely depleted, the game will end. When playing with two or more players, the health bar and Unite Gauge are shared by all players.
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The use of an unauthorised device or software that enables technical modification of the Wii U console or software may render this game unplayable.

A system update may be required to play.

For use with the European/Australian version of the Wii U console only.

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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 Wii U console or visit:
support.nintendo.com