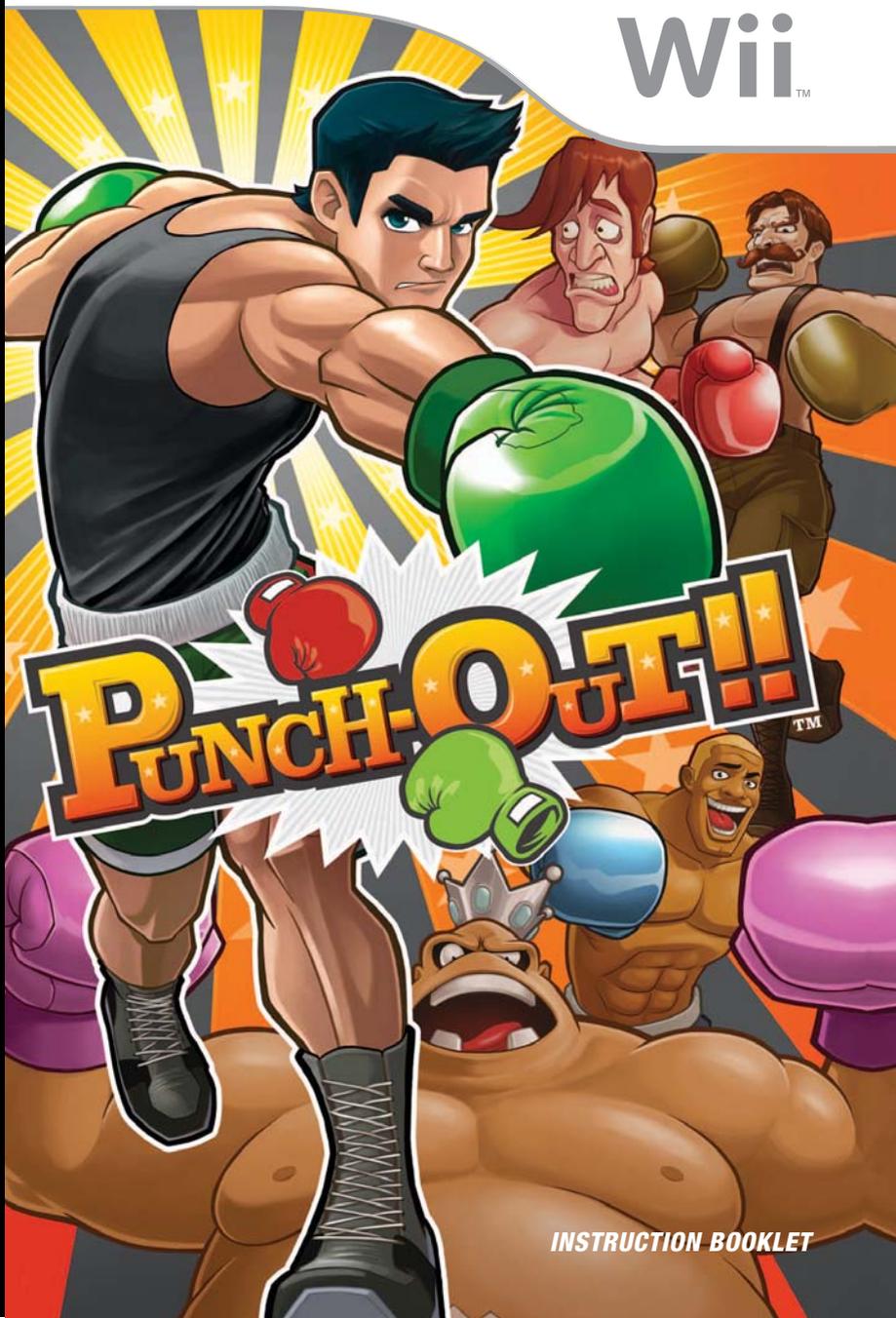


Wii™



PUNCH-OUT!!™

INSTRUCTION BOOKLET

Any manuals provided with this software are digital reproductions of the original printed manuals. Please note that references may be made to features that can't be used in this version of the game. There may also be references to outdated consumer information, e.g. warranties and support hotlines.

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

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.classificationoffice.govt.nz

Russia: minsvyaz.ru/ru/doc/index.php?id_4=883

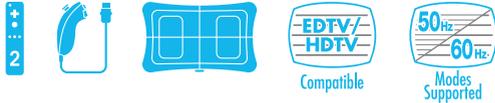
This seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Product.



Thank you for selecting the PUNCH-OUT!!™ Disc for your Wii™ system.

WARNING: Please carefully read the separate Health and Safety Precautions Booklet included with this product before using your Nintendo® Hardware system, Disc or Accessory. The booklet contains important safety information.

Please read this Instruction Booklet thoroughly to ensure maximum enjoyment of your new game. It contains important warranty and hotline information. Always save this booklet for future reference.



THIS GAME SUPPORTS 50Hz (576i) AND 60Hz (480i) MODE.

IMPORTANT LEGAL INFORMATION

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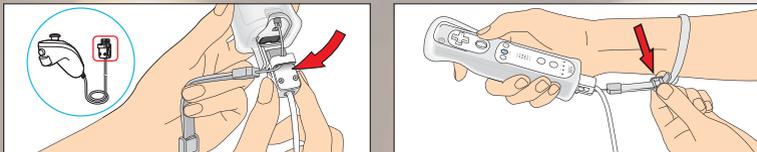
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Caution – Use the Wii Remote Wrist Strap

Feed the cord on the Wii Remote Wrist Strap through the connector hook. Insert the Nunchuk plug into the external extension connector on the bottom of the Wii Remote. Place your hand through the Wii Remote Wrist Strap and hold the Wii Remote™ firmly in your hand. Slide the strap lock up so that the wrist strap will not fall off your wrist. Do not over-tighten the strap lock so that it's uncomfortable. It should just be tight enough to hold the Wii Remote Wrist Strap in place.



CAUTION: Always keep a firm grip on the Wii Remote and Nunchuk™. Use the Wii Remote Jacket (RVL-022) and the Wii Remote Wrist Strap at all times to prevent losing your grip on the Wii Remote and possibly causing damage to the Wii Remote and surrounding objects, or injury to other people. The Wii Remote Jacket will provide protection if the Wii Remote is accidentally thrown or dropped during game play. Please ensure there is sufficient distance from other people and objects when playing Wii games. Stop playing and dry your hands if they become sweaty or wet. The Wii Remote responds to minor movements so do not use excessive, rapid or wide swinging motions.

Be sure to install the Nunchuk as described. Use the connector hook on the Nunchuk plug with the Wii Remote Wrist Strap cord to prevent the Nunchuk plug from becoming separated from the external extension connector on the Wii Remote and striking objects or people.

WARNING: Not suitable for children under 36 months of age. The Wii Remote Wrist Strap and the cord of the Nunchuk can coil around the neck.

Nunchuk Neutral Position Reset

NOTE: If the Control Stick is moved out of neutral position when the power is turned on, or when connecting to the Wii Remote, that position will be set as neutral position, causing incorrect game control during game play. To reset the Control Stick, allow it to return to the normal neutral position, then simultaneously hold down the A, B, Plus (+) and Minus (-) Buttons on the Wii Remote for three seconds.

To prevent this from occurring, do not move the Control Stick when:

- Turning on the Wii™ console
- Plugging the Nunchuk into the Wii Remote
- Starting Channels from the **Wii Menu**
- Returning to the **Wii Menu** from games or Channels.



The in-game language depends on the one that is set on your Wii console. This game includes five different language versions: English, German, French, Spanish and Italian. If your Wii console is already set to one of them, the same language will be displayed in the game. If your Wii console is set to a different language than those available in the game, the in-game default language will be English. You can change the in-game language by changing the language setting of your Wii console. For further instructions about how to change language settings please refer to the Wii Operations Manual – Channels & Settings.

60 Hz (480i) Mode

Many people don't know what the difference between 50 Hz and 60 Hz is, but since most modern TV models support 60 Hz it's definitely worth finding out if your TV is compatible. In basic terms, Hz (hertz) is related to the number of frames per second (fps) appearing on your screen.



50 Hz produces 25 fps and 60 Hz produces close to 30 fps, which may not sound like a big difference, but the increase in quality from 25 to around 30 fps is quite noticeable on-screen. With 60 Hz you get a smoother game screen with less flicker and the game running at optimal speed, all of which produces a great gaming experience.

The default setting of the Wii console is 50 Hz (576i) Mode. To change this, activate 60 Hz (480i) Mode by selecting this TV TYPE in the Wii Settings. However, certain (mainly older) TV sets are unable to display games in 60 Hz (480i) Mode, and therefore a small number of players could experience difficulties using this display mode on their TVs. To find out if your TV set features 60 Hz (480i) Mode, consult your TV instruction manual or contact the manufacturer.

If, after changing the setting to 60 Hz (480i) Mode, the screen appears blank or distorted, it will likely be the case that your TV does not support 60 Hz (480i) Mode. To revert to the default setting, press RESET on the Wii console while holding the down direction on the **+** Control Pad, and the Wii system will restart in 50 Hz (576i) Mode. For additional information on how to set the TV TYPE, please refer to the Wii Operations Manual – Channels & Settings.

Also, when you connect the Wii RGB cable (RVL-013) (sold separately) to a TV which has an RGB terminal and PAL60 compatibility, or you connect the Wii Component AV cable (RVL-011) (sold separately) to a TV which has component video inputs, you can enjoy an intensely sharp picture on-screen.

EDTV / HDTV (480p) Mode – Progressive Scan

EDTV/HDTV (480p) is a progressive display mode that allows players to view and enjoy their game in the best possible quality. This means an intensely sharp picture, the game running at optimal speed with minimised flicker, all of which produces a great gaming experience. We at Nintendo want players to enjoy our games under the best possible play conditions.



However, it may be the case that this mode cannot be displayed, depending on the combination of TV and cable that you use. To find out if your TV supports the Progressive Scan display needed for the EDTV/HDTV (480p) Mode, consult your TV instruction manual or contact the respective manufacturer for details. Please make sure to use the Wii Component AV cable (RVL-011) (sold separately) and to enable Progressive Scan on your display device when selecting this mode.

The default setting of the Wii is 50 Hz (576i) Mode. To activate EDTV/HDTV (480p) Mode, please select this TV TYPE in the Wii Settings. For additional information on how to set the TV TYPE, please refer to the Wii Operations Manual – Channels & Settings.

CONTROLS

This game supports several control methods. You will need one or two Wii Remotes, depending on the number of players, and a Nunchuk or Wii Balance Board™ accessory, depending on the control method. You can change your control method by selecting CONTROLLERS from the Options Menu or the Pause Menu.

Wii Remote and Nunchuk

Move the Wii Remote or Nunchuk in a punching motion to throw a hook when using this control method.



B Button

Jab: Hold and move the Wii Remote.
(See Advanced Controls (p. 8))

Pointer

Move cursor

A Button

Select menu items / Back (in Tutorial, Movies and Credits)
Star Punch: Hold and move the Wii Remote.

HOME Button

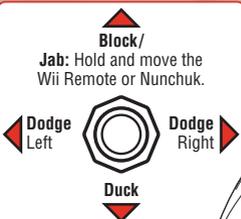
Display HOME Menu

+ Button

Pause

Control Stick

Tilt the Control Stick as shown:

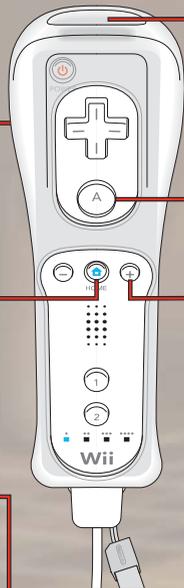


C Button

Star Punch: Hold and move the Nunchuk.

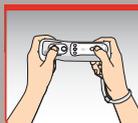
Z Button

Jab: Hold and move the Nunchuk.
(See Advanced Controls (p. 8))



Wii Remote

Hold the Wii Remote with both hands when fighting with this control method.



A Button

Select menu items
Star Punch

+ Button

Pause

- Button

Star Punch

1 Button

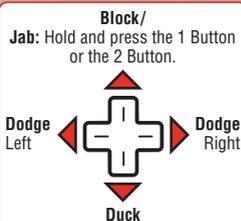
Left Hook

Pointer

Move cursor

+ Control Pad

Press the + Control Pad as shown:



HOME Button

Display HOME Menu

2 Button

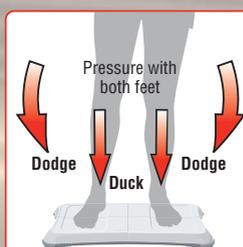
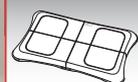
Right Hook

Note: You can change between the Wii Remote and Nunchuk or Wii Remote control methods at anytime during the game by simply connecting or disconnecting the Nunchuk. A message will appear requesting you to confirm the change. To proceed, select CONFIRM.

Wii Balance Board (optional)

You may use either the Wii Remote and Nunchuk or Wii Remote control methods with the Wii Balance Board. When the Wii Balance Board is enabled it will control Little Mac's defensive movements.

Note: The Wii Balance Board cannot be used in Head-to-Head Mode.



To use this control method, the Wii Balance Board is required. (Sold separately with Wii Fit™.) For synchronisation instructions, please see the How to Synchronise the Wii Balance Board section of the Wii Balance Board Operations Manual.



Advanced Controls

To activate Advanced Controls, enter the **Controllers Menu** and select **Wii REMOTE AND NUNCHUK**. Place the cursor over the arrow icon in the upper right and press the A Button until you reach the **Advanced Screen**. To activate this control method, place your cursor over the box and press the A Button.

Note: All controller information can also be viewed by selecting **CONTROLLERS** on the **Options Menu** (p. 11) and selecting the control method you'd like to view.

Wii Menu Update

Please note that when first loading the Disc into the Wii console, the console will check if you have the latest version of the **Wii Menu**, and if necessary a **Wii Menu Update Screen** will appear. Select **OK** to proceed with the update. Please note that the Wii console must have the latest version of the **Wii Menu** in order to play the Disc.

When the **Wii Menu** is updated, unauthorised hardware and/or software modifications may be detected and unauthorised content may be removed causing the immediate or delayed inoperability of your console. Failure to accept the update may render this game, and future games, unplayable. Please note that Nintendo cannot guarantee that unauthorised software or accessories will continue to function with the Wii console after this or future updates of the **Wii Menu**.



GETTING STARTED

1. Insert the **PUNCH-OUT!!™** Disc into the Disc Slot. The Wii console will switch on. The **Health and Safety Screen**, as shown here, will be displayed. After reading the details press the A Button. The **Health and Safety Screen** will be displayed even if the Disc is inserted after turning the Wii console's power on.



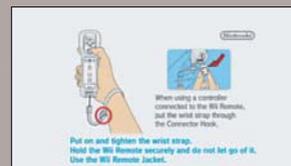
2. Point at the Disc Channel from the **Wii Menu Screen** and press the A Button.



3. The **Channel Preview Screen** will be displayed. Point at **START** and press the A Button.



4. The **Wii Remote Wrist Strap Information Screen** will be displayed. Tighten the strap around your wrist, then press the A Button.



5. The **Title Screen** will be displayed.



CREATING A PROFILE

Profile Select

When playing **PUNCH-OUT!!** for the first time, place the cursor over an empty profile and press the A Button. If you want to use an existing profile, place the cursor over the profile and press the A Button to select it. You can have up to six unique profiles.



You can change your profile at any time by entering the **Options Menu** and selecting **PROFILE**. Profiles can be deleted from the **Profile Select Screen**.

Profile Creation

If you select an empty profile on the **Profile Select Screen**, you will then enter the **Choose a Mii™ Screen**. In addition to the ten default Mii characters, you will be able to choose any of the Mii characters in your Mii Channel. After you choose your Mii, you will go to the **Main Menu** (p. 10).



- If a Mii from your Mii Channel is already associated with a profile, you cannot select that Mii.
- If a selected Mii is deleted from the Mii Channel, you will need to choose a new Mii when you load the associated profile.
- Please see the Mii Channel section of the Wii Operations Manual – Channels & Settings for information on how to add Mii characters to your Mii Channel.

About Save Data

The game is saved automatically. You will need one block of empty space in your Wii System Memory. When you finish a match, your progress to that point will automatically be saved to your profile.

- For information on how to delete Save Data from your Wii System Memory, please see the Wii Settings and Data Management section of your Wii Operations Manual – Channels & Settings.
- Do not turn the power off or press **RESET** while saving.
- The Save Data can be copied to an SD Card.

MAIN MENU

Select the mode you'd like to play.



World Video Boxing Association (WVBA) Rules

- ★ A match consists of three rounds, and each round is three minutes long.
- ★ A boxer is Knocked Out **KO** if he does not get up within a count of 10 after being knocked down.
- ★ A Technical Knock Out **TKO** is scored if a boxer is knocked down three times in one round.
- ★ If time runs out in the third round, the referee will determine the winner by decision.

Career Mode

Contender

As Little Mac, you start your career with a record of 0 – 0 and must work your way through the Minor, Major and World Circuits to become the WVBA Champion.

Title Defence

Like every champion before him, Little Mac must defend his WVBA Belt. But your opponents have been training since they lost. They will not go easy on you as they have their eyes set on taking your belt.

Mac's Last Stand

After proving Little Mac is the true champion, you cannot simply retire as the best. In **Mac's Last Stand Mode** you must fight random opponents from **Title Defence Mode**. There is only one rule: Lose three times and Little Mac must hang up his gloves and retire.

Note: In **Mac's Last Stand Mode**, RESTART and QUIT will not be available on the **Pause Menu** (p. 14). You must complete the current match before you can access other menus or modes.



Exhibition Mode

Exhibition Mode allows you to practise against your current **Career Mode** opponent or to fight against boxers you've previously beaten in **Career Mode**. Defeated boxers will also have three challenges for you to complete.



If you're having problems getting past your current opponent, you can fight against a holographic image of him in **Practice Mode**. To practise against your current opponent, simply enter **Exhibition Mode**, place your cursor over your opponent's image and press the A Button. You can also enter **Practice Mode** before facing an opponent in **Career Mode**.



Head-to-Head Mode

Compete against family or friends in a one-on-one match. See page 15 for more details.

Options Menu

Controllers

Switch your control method between Wii Remote and Nunchuk or Wii Remote, and enable or disable the Wii Balance Board (p. 6–7).

Profile

Shows the current profile's record, practice matches and belts won. You can change your profile by selecting CHANGE.

Tutorial

View a tutorial movie teaching you how to fight in PUNCH-OUT!!.

Gallery

Audio

As you complete each boxer's respective challenges in **Exhibition Mode**, you will unlock special audio tracks and music which can be listened to in this location.

Movies

As you progress through the game you will unlock character montages and training videos which can be viewed in this location.

Credits

View the credits from this location. As you progress through the game different credits will become available.



CIRCUIT SCREEN NAVIGATION

You can move around the **Circuit Screen** by placing your cursor on the boxers and pressing the A Button. Opponents you have not fought will appear as shadows and cannot be selected. Previously beaten opponents can be selected, but you cannot fight them again. For a rematch, enter **Exhibition Mode** (p. 11).



Previous Opponent

Current Opponent

Next Opponent

Selecting Opponents

1. Select your current opponent.



2. To begin the match, select FIGHT (or TITLE BOUT! if either boxer is the defending champion).



After winning the match, you will return to the **Circuit Screen** and your next opponent will be unlocked. After you've won the belt for the current circuit, you can move to the next circuit by selecting NEXT CIRCUIT.



GAME SCREEN



Stamina Meters

The Stamina Meters indicate how much stamina Little Mac and his opponents have left. When a boxer is hit by a punch, their stamina will drop. If a boxer's stamina is completely depleted, they will be knocked down. A portion of the boxer's stamina will be recovered when they get up.

Stars

When Little Mac lands an effective punch against his opponent he may receive a star. Little Mac can then perform a special punch called a Star Punch. The amount of damage caused is based on the amount of stars used. Little Mac will automatically throw a One-, Two-, or Three-Star Punch depending on the amount of stars he has acquired. You cannot hold more than three stars and Little Mac will lose all his stars if his opponent lands a punch.



Heart Meter

Little Mac can throw a punch whenever he has one or more hearts. He will lose a heart each time his punch is blocked by his opponent. Little Mac will also lose three hearts if he is hit by an opponent's punch. When the number of hearts reaches zero, Little Mac will be too tired to throw a punch and will change colour. You must successfully avoid an opponent's punch or recover from a knock down to regain your hearts.



Round Time Remaining

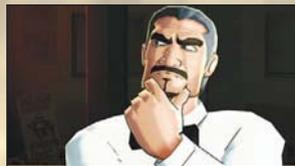
Shows the time remaining in the current round. Each round lasts three minutes. Time flies when you're having fun!

Round Indicator

Shows the current round. There are three rounds per match.

Winning by Decision

If both boxers last all three rounds without being KO'd or TKO'd by their opponent, the referee will decide the winner of the match. The referee's decision is final and cannot be overturned.



Pause Menu

Press the + Button on the Wii Remote to enter the **Pause Menu**.

RESUME: Resume the current match.

RESTART: Restart the current match.

CONTROLLERS: Enters the **Controllers Screen** (p. 11).

QUIT: Quit the current match.

Note: In **Mac's Last Stand Mode**, **RESTART** and **QUIT** will not be available. You must complete the current match before you can access other menus or modes.



TRAINING WITH DOC

Doc Louis is a former heavyweight boxer and Little Mac's trainer. Between rounds and after the match, he will provide Little Mac with valuable information. Here are some quick tips from Doc Louis before you begin:

- ★ "Simply throwing punches will only get you so far, Mac. You have to watch your opponent and find the right time to punch."
- ★ "Hey Mac, listen up. If you get knocked down, shake the Wii Remote and Nunchuk to stand up and regain stamina. You should also try this when your opponent is knocked down."
- ★ "A good way to get a star is by timing your attack carefully. Wait for your opponent to change colour and let them have it!"
- ★ "Sometimes your opponent will reveal their weak spot when they attack. I only have one weak spot: chocolate bars!"

Headgear:

If certain criteria are met, Little Mac will be given special headgear. While wearing the headgear, Little Mac will receive less damage from opponents' attacks. The headgear option is not available in **Mac's Last Stand Mode** and **Exhibition Mode**.



HEAD-TO-HEAD

In **Head-to-Head Mode**, you start the match playing as Little Mac vs. Little Mac. But fighting against himself is not a big enough challenge for Little Mac. He'll turn into Giga Mac to provide the ultimate PUNCH-OUT!! challenge. Earn enough Giga Mac Juice as Little Mac, and you will turn into Giga Mac! Giga Mac's attacks are more powerful and you will also have some unique abilities. But you need to make the most of his power as you have a limited time to stay in this form.



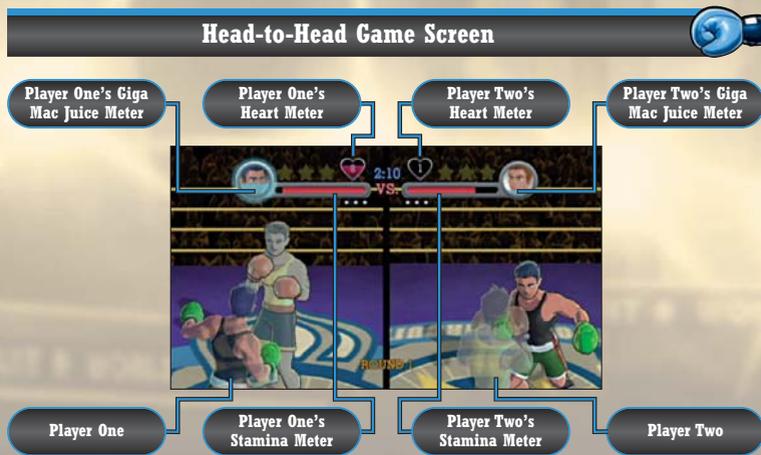
Starting a Head-to-Head Match

To start a head-to-head match, Player 2 will need to either play as a guest or select a previously created profile.

1. Select **HEAD-TO-HEAD** on the **Main Menu**.
2. On the **Controller Registration Screen** press the A Button on Controller 2, then select **NEXT**.
Note: For information regarding syncing additional controllers, refer to your Wii Operations Manual – System Setup.
3. Using Controller 2, move the pointer to **SELECT PROFILE**, then press the A Button.
4. If Player 2 has previously created a Profile (p. 9) select **PROFILE** and then select the appropriate profile. If Player 2 is a guest, select **GUEST**. Player 2 can now choose from the available Mii characters.
5. Once Player 2 has selected their profile, you can begin the fight or enter the **Head-to-Head Tutorial**. Select **FIGHT** to begin.



Head-to-Head Game Screen



Note: In **Head-to-Head Mode**, a KO is scored if your opponent is knocked down three times in a match.

How to gain Giga Mac Juice

1. Block and dodge your opponent's punches until your opponent turns blue. But be careful, if it takes too long for you to land a punch, you will turn blue too!
2. Land a successful punch while your opponent is blue to earn Giga Mac Juice. The Giga Mac Juice you earn will be stored next to your Stamina Meter.
3. Once you earn enough Giga Mac Juice, you will transform into Giga Mac!
4. Your Giga Mac Juice will slowly disappear while you are in Giga Mac form. Once you are out of Giga Mac Juice, you will turn back into Little Mac. You can earn extra Giga Mac juice and extend your time as Giga Mac by performing Juice Taunts (p. 17).



Giga Mac Controls

Giga Mac has new abilities and punches not available to Little Mac. Giga Mac is controlled using the standard control methods found on pages 6–7, as well as the special controls displayed below.

Wii Remote and Nunchuk Style

| | |
|--------------------------|---|
| Charged Left Jab | Hold the Z Button. Release the Z Button or move the Nunchuk to throw the punch. |
| Charged Right Jab | Hold the B Button. Release the B Button or move the Wii Remote to throw the punch. |
| Left Uppercut | Hold down on Control Stick. Throw punch with Nunchuk. |
| Right Uppercut | Hold down on Control Stick. Throw punch with Wii Remote. |
| Star Taunt | Tilt Control Stick left. |
| Juice Taunt | Tilt Control Stick right. |

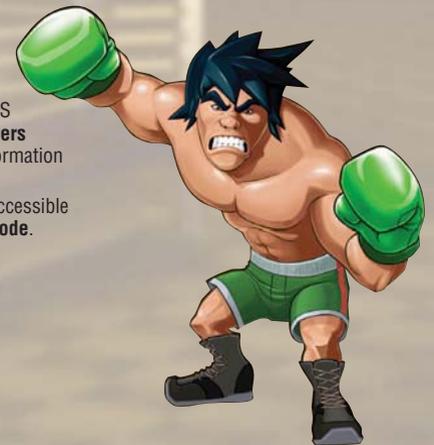
Wii Remote Style

| | |
|--------------------------|--|
| Charged Left Jab | Hold and release both Up on \blacktriangle Control Pad and the 1 Button. |
| Charged Right Jab | Hold and release both Up on \blacktriangle Control Pad and the 2 Button. |
| Left Uppercut | Hold Down on \blacktriangle Control Pad and press the 1 Button. |
| Right Uppercut | Hold Down on \blacktriangle Control Pad and press the 2 Button. |
| Star Taunt | Press left on \blacktriangle Control Pad. |
| Juice Taunt | Press right on \blacktriangle Control Pad. |

Giga Mac is not alone in having new abilities. Little Mac's punches are slightly different from those found in **Career Mode** as well.

For more controller details, select **OPTIONS** on the **Pause Menu** and enter the **Controllers Menu**. You can then see the controller information for either Little Mac or Giga Mac.

Note: This controller information is only accessible from the **Pause Menu** in **Head-to-Head Mode**.



RVL-R7PP-UKV

