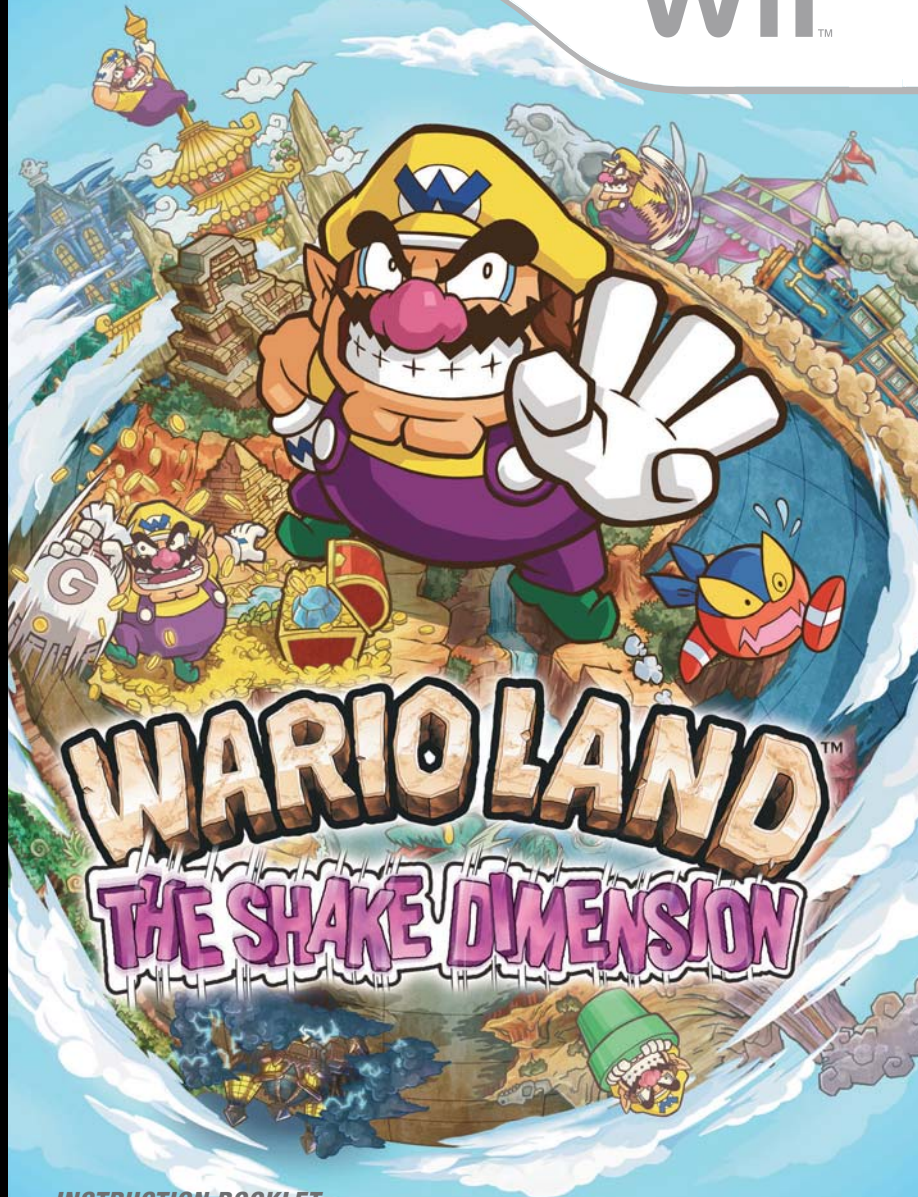


Wii™



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 There may also be references to outdated consumer information, e.g. warranties and support hotlines.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

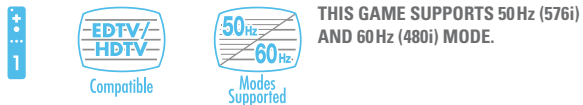
This seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Product.



Thank you for selecting the WARIO LAND™: THE SHAKE DIMENSION 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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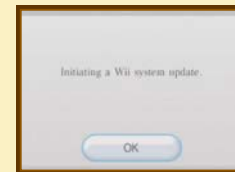
Adventure, here we come! **16**

Check out my moves! **18**

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System Menu Update

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



Save Game Data

10

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.

Optimising Your Settings

"It goes without saying that you're going to enjoy my game, but you can use the following features to enhance your gameplay experience even further."

Volume/Rumble – This game uses the Wii Remote Speaker and the Rumble function. To adjust the volume of the speaker or turn Rumble ON or OFF, do so on the **Wii Remote Settings Option Screen** accessible from the **HOME Menu**.

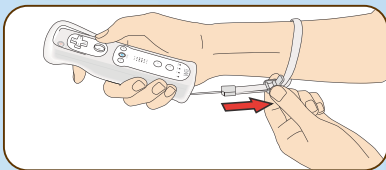
Dolby Pro Logic II – This game is presented in surround sound using Dolby Pro Logic II. To use this sound setting, choose "SURROUND" from the **Sound Option Screen** accessible from the **Wii Settings Screen**.

CAUTION – USE THE Wii REMOTE WRIST STRAP

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. 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.

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



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 \leftarrow 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.



1 Story and characters

There once was a race of pixie-like creatures called the Merfles. They lived a peaceful existence in an ancient place called the Shake Dimension, until one day a pirate known as the Shake King kidnapped Queen Merelda and stole their greatest treasure, the Bottomless Coin Sack. All of the Merfles were captured...

Or were they?

One brave Merfle, with the highly original name of Merfle, managed to escape from the clutches of the Shake King and seeks the assistance of Captain Syrup, who contacts Wario for help...



Wario

It's-a me, Wario!
I'm gonna use all my powers to grab lots of loot!

Captain Syrup

What? Treasure in an ancient land?
There's no way I can pass that up!



Merfle the Merfle

It's terrible! Our queen and our great treasure have been taken from us!
Please, Mr Wario, you have to help us!



Queen Merelda

I do not care what happens to me, but we simply cannot allow the Shake King to threaten the tranquility of our world.
Let us join together and restore peace to the Shake Dimension!



Shake King

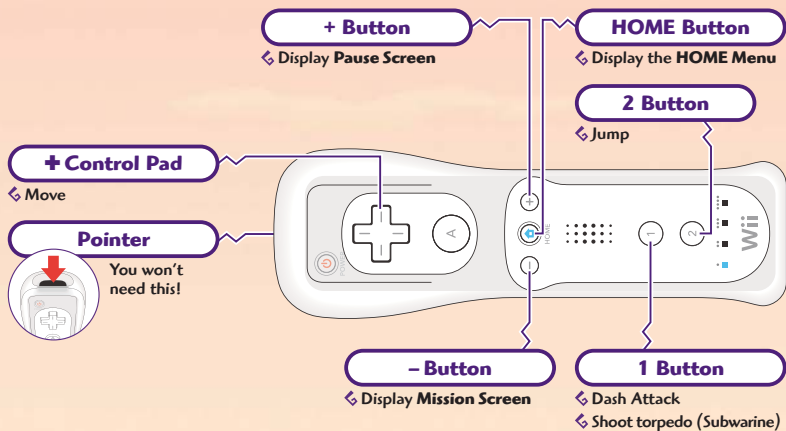
Guhahaha!
The treasure and the queen are mine! At last I rule the Shake Dimension!



Controls

Hold the Wii Remote in the Horizontal Position to play this game!
 What? You want to know about all the amazing moves I can perform?
 Take a look at pages 18 – 23, it's all there!

Wii Remote



Menu controls

- ⊕ : Select menu item
- 2 : Confirm
- 1 : Cancel

Shake Wii Remote

- ◁ Shake (p. 20)
- ◁ Ground Punch (p. 21)

Getting started on your way!

I know you're not as smart as me, the great Wario, so I'll explain this from the start. Make sure you get it right, or there'll be trouble!

1 Insert the WARIO LAND™: THE SHAKE DIMENSION Disc into the Disc Slot. The Wii console will switch on. When you see the screen to the right, make sure you read all the important information and then press the A Button!
 (By the way, you'll see this **Health and Safety Screen** even if you insert the Disc when the power is already 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 Hold the Wii Remote in the **Horizontal Position** and press the 2 Button. When the **Title Screen** appears, press the 2 Button again!



Selecting a save file

Pick one of the four save files from the **Save File Selection Screen**! Use the **+** Control Pad to select and the **2** Button to confirm!

To play from the start, select **START NEW GAME**. The game will start after you watch the amazing opening movie starring me! To continue a saved game, select the save file you want to play. You'll be brought to my incredibly stylish and cool garage!



Save File Management Options

COPY SAVE FILE	Select this to copy one save file onto another. You have to select the save file to be copied, then the save file to overwrite! Don't mess up the order!
ERASE SAVE FILE	Select this to erase a save file. You have to select the save file to be erased. Don't play around with this one! Once you erase a save file you can't get it back. It's gone forever! So watch it!

Save Game Data

My game is so advanced, it even saves automatically!

Auto-Save will kick in when you clear a stage, select **GIVE UP** from the **Pause Menu** or when you return to my garage after checking out new treasures or additions in the **TREASURE LIST** or **MEDIA ROOM**. You'll need **1 Block** of free space in your Wii System Memory for the save data. Make sure you have enough space before you start the game!

For details on how to delete saved data from the Wii System Memory, check out the Wii Settings and Data Management section of the Wii Operations Manual – Channels & Settings. It's all there!



Wario's Garage

When you select a save file or return from an area in the game, you'll find yourself in my garage. Select one of the three menu options or press the **1** Button to go back to the **Title Screen**.



Loot

The total value of the coins and gems you've grabbed so far.

Life Meter

This goes down when you take damage. Duh! You can extend your Life Meter by buying a Heart Vessel (p. 17).

Control Guide

This tells you the controls for **Wario's Garage Screen**. Isn't that helpful?

Game Status

Here you can see how much of the game you've completed (your percentage of **STAGES** cleared, **TREASURE** plundered and **MISSIONS** completed).

Wario's Garage Menu

AREA SELECT	Here you can select the area and stage to play. You can also go to the Pirate Shop (p. 13) from here!
TREASURE LIST	Check out all the treasure you've found so far here.
MEDIA ROOM	Come here to listen to the music from the game any time you want! What's that? There's nothing here? Of course there isn't! You have to complete all the missions (p. 14) on a stage before its music gets added! Get cracking! Oh, you can also watch movies bought in the Pirate Shop here. It's a multimedia extravaganza!

Get out there and explore!

Select **AREA SELECT** from **Wario's Garage Screen** to travel to the Shake Dimension. Select an area and stage and you're ready to start your adventure!

Select an area and stage



Select an area using left and right on the **+** Control Pad, then press the 2 Button to confirm. Next, select a stage. If you know me, then you know I'm the kind of guy who never looks back! But if you really have to, you can go back to the previous screen by pressing the 1 Button. It's your call.

Did I mention you have to buy area maps in the Pirate Shop before you can visit new areas? You can't go somewhere if you don't know where you're going!

Missions in this stage

- ★ : Cleared mission (p. 14)
- ★ : Uncleared mission

Treasures in this stage

-  : Collected treasure
-  : Uncollected treasure



Boss Stage

Starting your adventure

When you select a stage, you'll see info like your **HIGH SCORE** and **MISSIONS** for that stage. Check these out, then press the 2 Button twice to enter the stage!



Clearing a stage

Clear stages by finding the Merflies and bringing them back to the starting gate. Clear each area's last stage by beating its boss. When a stage is cleared, the **Results Screen** will be displayed. Press the 2 Button to go to the **Stage Select Screen**, where you can move on to the next stage!

Completed mission

Score

This shows your clear time and collected coins.

Collected treasures



Pirate Shop

Select **THE SWEET STUFF** then **PIRATE SHOP** from the **Area Select Screen** to enter the Pirate Shop, where you can use your collected coins to buy area maps and items (p. 17). How handy is that?!



What's this game all about?

Well, apparently you clear stages by setting free the captured Merfles and getting back to the starting gate. But all I really care about is getting the treasure!

Collect treasure as you go!

Advance through the stages while collecting coins and treasure. If you see treasure in an area you can't reach, try throwing enemies and using tricks to get it! Don't leave any treasure behind! Make sure you check every nook and cranny of the stages, as there might be some you missed! Treasure that you collect can be viewed on the **Treasure List Screen** (p. 11).

Help out the Merfles!

If you come across any captured Merfles... Well, OK, I guess we should rescue them. Whatever. Grab the cage and shake (p. 20) to release the Merfle! Oh, by the way, those cages have a security system. When you touch them, an alarm will go off and a countdown timer will be displayed! If you don't get back out of the stage before the timer reaches zero, the Shake King will get you, so scram!

Incidentally, in stages where you take control of the Subwarine (p. 23), you obviously can't grab the cage the Merfle is in, so you'll have to find another way to help them out!



Cage

Remaining Time

Complete missions!

Each stage has missions to complete, like defeating a certain enemy or collecting a certain number of coins. You can clear a stage without completing the missions, but if you clear all the missions on a stage, that stage's BGM (background music) will be added to the **Media Room** (p. 11)! What a great incentive!

Hurry back to the starting gate!

The countdown is fast, so don't waste any time getting back to the starting gate! The rescued Merfle will show you the way, so pay attention to where it points. If you can get back to the starting gate and get out in time, the stage is cleared! Oh, almost forgot! This doesn't apply to Subwarine stages! Those are cleared as soon as you rescue the captured Merfle.



Beat bosses!

Huh? Something looks different about this stage? It must be a Boss Stage, then! Beat the boss to clear the stage! Attack, attack, attack! (Do you really need me to tell you that?!)



Boss Life Meter

Game Over

The game is over when you lose all your health or when you don't make it back to the starting gate before the countdown timer reaches zero. You'll be asked if you want to RETRY, so don't be a wimp, choose YES! If you've hit a checkpoint during the stage, you'll even be able to retry from that point!

If you choose NO, you'll return to the **Stage Select Screen** and will have to start from the beginning of the stage next time you enter it, so choose carefully!



Checkpoint


Adventure, here we come!

Move your incredibly dashing and heroic character forward through the stages. There's treasure to be found in all kinds of places, so keep your eyes open!

Don't forget to collect lots of coins too!

What you'll see during a stage

Power Bar


When the bar is full,  will be displayed and you can perform a Ground Punch (p. 21).



Loot Counter

The total value of the coins and gems you've grabbed on the current stage.

Life Meter

This goes down when you take damage, but it can be restored with garlic. If you have a Recovery Potion,  will be displayed next to the Life Meter.

Coin


Lovely loot! These come in various sizes and colours, with some worth more than others. But I want them all, even the little bronze ones! A penny saved is a penny earned, you know!

Widescreen Display

If your Wii console is set to display in widescreen (please see the Wii Settings and Data Management section of the Wii Operations Manual - Channels & Settings) in the Wii System Settings, you'll see the treasure you've collected and the status of missions in the current stage.

Cool or what?

Mission Status

Missions you've failed will have  next to them, and missions you've cleared will flash white.



Collected Treasure

Blocks

Some stages have special blocks in them. These babies have all kinds of funky effects.



Switch Block

This will make certain other blocks appear or disappear. Hmm... I wonder what use that could be?



Bomb Block

The countdown starts when these blocks are touched or shaken by a Ground Punch (p. 21). Kaboom!



Fire Block

What would happen if you ran into this while on fire (p. 25)?



Snowman Block

What would happen if you ran into this while covered in snow (p. 25)?

Items

You'll definitely need these to get me through this adventure in one piece. You can get them by shaking enemies (p. 20) or by buying them at the Pirate Shop.



Garlic

These stinky treats restore your Life Meter. Small ones restore one heart, and big ones restore four! Yum!



Recovery Potion

If the Life Meter drops to zero while you have one of these, it will be fully replenished instantly. Sounds handy, but you can only carry up to two of these. Don't worry, that means there's more room for loot! Wahaha!



Heart Vessel

This extends the Life Meter by one heart.

Pausing the action

There are two ways of pausing the game during a stage. Press the + Button to display the **Pause Screen** or the - Button to display the **Mission Screen**.



Pause Screen



Mission Screen

Pause Menu

CONTROLS

Check the game controls here if you've forgotten them already!

GIVE UP

Leave the current stage and return to the **Stage Select Screen**. Be careful though, as you'll lose any coins and treasure you've collected in the stage!

RETRY

Retry the stage from the start, or from the mid-stage checkpoint if you have hit it. If you retry from the start, you'll lose any coins and treasure you've collected in the stage. If you retry from the checkpoint, you'll lose anything you collected after hitting the checkpoint.

Check out my moves!

As you know, I'm pretty easy on the eyes, even when I'm just standing around doing nothing, but I look even better once I bring out my incredible variety of action moves!

Move



Press left and right on the **+** Control Pad to move...left and right! Moving is a vital part of any adventure. By the way, you can also press up and down on the **+** Control Pad to move up and down ladders and ropes, and press down to dismount from iron bars.



Enter Pipe



Press down on the **+** Control Pad while standing on a pipe to enter it, or if it's above you, jump up to it while holding up on the **+** Control Pad.



Duck



Press down on the **+** Control Pad to duck. Ducking lets you crawl through narrow spaces and avoid enemy attacks. Press the 2 Button to jump while remaining in the ducked position! Yup, I've got some pretty slick moves.



Jump

2

Press the 2 Button to jump. This is handy for reaching high places or for jumping on top of enemies to knock them out. Hold down the 2 Button when jumping on enemies to jump up even higher!

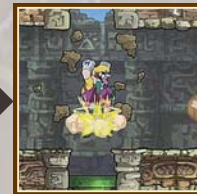


Ground Pound



while in mid-air

Press down on the **+** Control Pad while in mid-air to pound the ground. If you perform this attack from a great height, you can even pound through metal plates!



Dash Attack

1

Break through blocks with the Dash Attack by pressing the 1 Button. You can also open treasure chests this way!



Shake

Shake Wii Remote continuously

You know where this game is set? The Shake Dimension! So you can see how important shaking is, right? Well, there's a little more to shaking things around than you'd think. Let me explain...



Shake object / enemy

Shake Wii Remote while holding object / enemy

Walk into a ball, stunned enemy or other object to pick it up, then give it a shake! Who knows, you might shake out some garlic or coins!

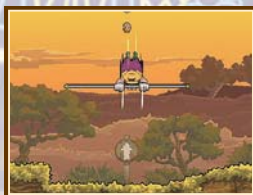


Spin / Swing

Shake Wii Remote while holding bar / rope

Shaking is also useful when you've grabbed onto a bar or rope. Shake the Wii Remote to spin around the bar or swing from the rope! This will let you jump off further and faster, so don't forget it!

You can also swing from a rope by pressing left and right on the \leftarrow Control Pad. But where's the fun in that?



Throw

1 while holding something


You can throw anything you can hold onto. Hold the 1 Button and tilt the Wii Remote in the direction you want to throw, then release the 1 Button to throw!

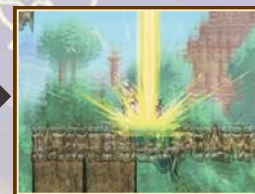


Ground Punch

Shake Wii Remote once

Give the Wii Remote one big shake to punch the ground and shake it! This will stun enemies, cause unsteady blocks to fall and who knows what else!

You can only use this move while  (p. 16) is displayed on-screen, though, so you'll have to wait a little while before using it again. Don't worry, it doesn't take long!



Unibucket Controls

Get in / Get out






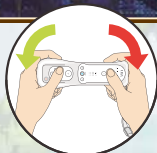
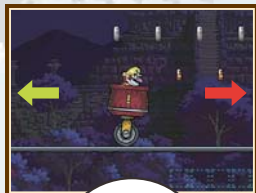
Move

Tilt Wii Remote left or right

Jump

②

Unibuckets appear when you hit a Unibucket Switch . You can use Unibuckets to ride on rails! Press down on the  Control Pad while standing on a Unibucket to get in. Tilt the Wii Remote left and right to move along the rails. The further you tilt, the faster you go! You can even make the whole Unibucket jump by pressing the 2 Button. When you want to get out, press up on the  Control Pad!



Handle Unibuckets with care!

Unibuckets will break if you jump and land anywhere other than on a rail, so watch where you're jumping to!

Submarine Controls

Move forwards or backwards




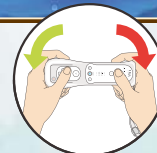
Change direction

Tilt Wii Remote left or right

Fire torpedo

①

The screen will scroll automatically while you're in the Submarine, which also moves automatically. To avoid enemies and obstacles, move the Submarine forwards with right or backwards with left on the  Control Pad. Tilt the Wii Remote left to turn the Submarine upwards, and right to turn it downwards. Press the 1 Button to fire a torpedo! Blam!



Helpful hints and tips!

Here are some hints and tips straight from the horse's mouth! Uh, I mean, straight from the mouth of me, Wario! Just listen, OK?

When in doubt, shake!

Coin sacks, enemies, cages... Any time you grab onto something, give it a shake and see what comes out! Oh, and if you fall over, give the Wii Remote a shake and you'll recover more quickly.



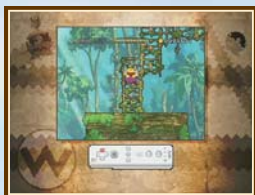
See a block, smash a block!

What are blocks for if not to be smashed?! In particular, blocks that are blocking your way forward should be dispatched with a swift Dash Attack or Ground Pound! Don't break blocks if they're the only thing around for you to stand on, though! That would be pretty dumb!



Watch the demo sequence to check out the controls!

If you don't press anything on the **Title Screen**, a demo sequence is displayed. This explains all the controls! So sometimes the best thing to do is...nothing!



Use contraptions to get ahead!

I may be a powerful man-mountain, but there are times when even I can't go any further without any help. Those are the times to use the contraptions found around the stages! If you see one, use it. That's the golden rule!

Max. Fastosity Dasherator

Jump into one of these and you get blasted out at incredible speed! Have you seen it? It really is incredible! You can even break through blocks that Dash Attacks and Ground Pounds can't! Now that's power!



Shake Pillar

If one of these is blocking your way, shift it with a Ground Punch! You can even do this while standing on one to reach higher heights than ever before!



Blast-O-Cannon

These blast you out at high speed like a Max. Fastosity Dasherator, but you can control your trajectory! Jump into one by pressing down on the **+** Control Pad and tilt the Wii Remote to choose a direction, then press and hold the 2 Button to charge up the blast. Release the 2 Button and it's up, up and away! If you chicken out you can also press the 1 Button while you're holding the 2 Button to cancel the blast.



Fire and Snow

Touching fire will cause you to catch fire and run around. If you run into a wall or something, you'll turn into a ball of fire! Also, if you get covered in snow and roll downhill, you'll turn into a giant snowball!

Both of these sound like pretty bad ways to end up, huh? Well, actually, there could be ways for you to use these states to your advantage!



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Yuhodou

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Nomad

Nakamura Production

Frontline

Ufotable

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IWATA Satoru

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