

1 Important Information



Thank you for choosing the Pilotwings Resort™ game for the Nintendo 3DS™ system.

Please note that, for this manual, "Nintendo 3DS" refers to both Nintendo 3DS and Nintendo 3DS XL.

Please read this manual carefully before using the software. Please also read your operations manual for more details and tips to help you enjoy your playing experience.

IMPORTANT

Before using this software, read all content within the **Health and Safety Information** application on the HOME Menu.

To access this application, tap the  icon on the HOME Menu, then tap **Open** and read the contents of each section carefully. When you are finished, press  **HOME** to return to the HOME Menu.

You should also thoroughly read your operations manual, including the "Health and Safety Information" section, before using this software.

IMPORTANT

Your Nintendo 3DS system and this software are not designed for use with any unauthorized device or unlicensed accessory. Such use may be illegal, voids any warranty, and is a breach of your obligations under the User Agreement. Further, 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. Nintendo (as well as any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of such device or unlicensed accessory. Except as authorized, copying of any Nintendo software is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized.

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Each Pilotwings game has allowed you to take control of a variety of vehicles, such as airplanes and hang gliders, and enjoy sailing through the skies like a bird. Pilotwings was released in 1991 for the Super Nintendo Entertainment System™, and Pilotwings 64 was released in 1996 for the Nintendo 64™ system, making Pilotwings Resort the third title in the series. This time, the game takes place on tropical Wuhu Island. Complete challenging missions, or simply enjoy some aerial sightseeing—it's up to you!




3 Getting Started

1. When the title screen displays, press **(A)** to go to the profile-selection screen.
2. When playing for the first time, or when choosing a profile marked (Empty), press **(A)** to create a new profile and join the Wuhu Sky Club. When continuing a previously saved game, choose from the displayed profiles. Next, proceed to the mode-selection screen (page 5).



The game saves automatically during play. You can create up to four save files.

Note: When autosaving, a  will appear on the top screen. Please do not turn off the system while the icon is displayed.

- Data can be lost due to user action, such as repeatedly powering off and on the system or removing the Game Card or SD Card while saving. Data loss may also be caused by poor connectivity, due to dirt or dust in the system's ports. Please be aware that in these cases data cannot be restored.





Mission Flight

Complete a variety of missions, collecting as many ★s as possible.

Free Flight

You will collect various items in this mode, starting with 🌀 i-Rings (page 8). Completing challenges in Mission Flight will increase the types of collectible items available in Free Flight.

Dioramas

Become available after advancing to Gold class in Mission Flight. You earn new dioramas by collecting items in Free Flight.

Options

Here you can adjust a variety of settings, such as the volume of sound effects and background music.

Member Card

Allows you to check your play time and other play statistics.

Flight Controls

You can change how you control your ascent and descent in the plane (page 10) and glider (page 12).

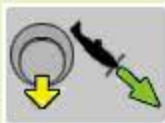
● Non-Inverted Controls

With this setting, holding downward on ⓪ causes you to climb. This is the default setting.



● Inverted Controls

With this setting, the vehicle moves in the direction you move ⓪.



6 Progress in Mission Flight Mode

Select a class and a mission, and then begin flying. After completing a mission, you will be awarded a number of ★s depending on your score. After earning enough ★s, new classes will become available to play.



1 Current class

2 Total ★s earned / Maximum ★s possible

3 ★s earned in highlighted mission

4 Mission explanation

In Missions That Require Landing (Either on Land or Water)

You will be scored on both how hard you hit the landing pad/strip (impact) and your position on the landing surface (accuracy).

Note: Once you've touched down on the water with the plane, points will be deducted for moving with ⌚.



7 Mission Flight Mode Screen

The screens below are shown when controlling the rocket belt (page 11).

Note: Press **START** to pause the game and display the pause menu.



1 Points

2 Current speed

3 Remaining fuel

4 Elapsed time

5 Current altitude

6 Map

Colors of Map Markers

- Objects on the map that are lower than your current altitude appear in green, while higher-altitude objects appear in yellow.

Note: Some objects (such as landing areas) appear in different colors.

- Tap the bottom screen to cycle through three levels of zoom.




8 Free Flight Mode Screen

The screen below is shown when controlling the plane (page 10).

Note: Press **START** to pause the game and display the pause menu.



① i-Ring

i-Rings that have already been collected will be marked with a .

② Remaining time

③ Boost meter

When the meter is full, press **A** to use a boost of speed for a short time.

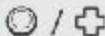


9 Menu-Screen Controls

Confirm/Next



Select an item



Cancel/Back




Pause menu


START

Confirm (tap a
selection) /
Switch map
display

Tap Touch
Screen



The plane will move forward by itself, so you only need to use  to steer.

Note: You can change up/down controls of  to Inverted or Non-Inverted in Options (page 5).

Ascend



Descend



Turn left



Turn right



Boost



Brake



Bank

 (left)

 (right)

Roll

 twice (left)

 twice (right)

Invert

 + 

Shoot



Note: Only available in certain missions.


Look around



Change view



11 Rocket-Belt Controls

The rocket belt is propelled by 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.

Note: The jets consume fuel (page 7) while in use.

Move forward



Ascend



Move backward



Strong jet



Weak jet



Brake/Hover



Look down



Look around



Shift camera angle up



Shift camera angle down



12 Hang-Glider Controls

○ is only used to change direction, as the hang glider is propelled forward automatically by aerodynamics.

Note: You can change up/down controls of ○ to Inverted or Non-Inverted in Options (page 5).

Ascend



Descend



Turn left



Turn right



Flare (brake/land)



Take photo



Cancel photo



Look around



Note: Photos can only be taken in Free Flight Mode and in certain missions.

Note: Photos can be saved to an SD Card and viewed using Nintendo 3DS Camera in the HOME Menu.



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