

Wii™

WE SKI™



INSTRUCTION BOOKLET / MODE D'EMPLOI

PLEASE CAREFULLY READ THE Wii™ OPERATIONS MANUAL COMPLETELY BEFORE USING YOUR Wii HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS MANUAL CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition, should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

Convulsions	Eye or muscle twitching	Altered vision
Loss of awareness	Involuntary movements	Disorientation

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing videogames can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendonitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

⚠ WARNING - Motion Sickness

Playing video games can cause motion sickness in some players. If you or your child feels dizzy or nauseous when playing video games, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

IMPORTANT LEGAL INFORMATION

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

WARNING - Injury Due to Pre-existing Conditions

Gameplay with the Wii Balance Board may require varying amounts of physical activity. Consult a doctor before using the Wii Balance Board if:

- you are or may be pregnant,
- you have heart, respiratory, back, joint or other orthopedic conditions,
- you have high blood pressure,
- you have difficulty with physical exercise, or
- you have been instructed to restrict physical activity.

While using the Wii Balance Board, if you experience excessive fatigue, shortness of breath, chest tightness, dizziness, discomfort or pain, **STOP USE IMMEDIATELY** and consult a doctor.

HEALTH AND SAFETY INFORMATION

To prevent injury and/or to prevent damage to the Wii Balance Board or surrounding objects, follow these guidelines during gameplay:

- Be aware of your balance so that you do not slip or fall from the board. Avoid more movement than is needed to operate the game you are playing.
- Do not wear shoes or socks while using the board. Playing barefoot should reduce the risk of slipping or falling. If your feet become damp during gameplay, stop and dry your feet and the board before continuing.
- No more than one person should use the board at a time.
- Make sure you have adequate space between you and any other objects or people during gameplay. Nintendo recommends at least 3 feet (1 meter).
- Avoid stepping or standing on the edges of the board.
- Always place the board on a flat, horizontal and stable surface. Do not use the board on slippery surfaces. If using on thick carpet, use the Wii Balance Board foot extensions included with the Wii Balance Board.
- Do not use the Wii Balance Board if you are under the influence of alcohol or any other substance which could affect your sense of balance or perception and cause you to slip or fall.

IMPORTANT PRECAUTIONS WHEN USED BY CHILDREN:

An adult must explain all Health and Safety Information and usage guidelines and instructions to all children who are going to use the Wii Balance Board. Failure to do so may result in injuries or damage to the system or other property. Observe children during gameplay for proper and safe use of the board.

An adult should assist young children when first playing to make sure they understand correct use.



	<i>The Official Seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.</i>	
	We Ski™ & © 2008 NAMCO BANDAI Games Inc. All Rights Reserved. NAMCO BANDAI Games logo is a trademark of NAMCO BANDAI. Published and distributed by NAMCO BANDAI Games America Inc. The ratings icon is a registered trademark of the Entertainment Software Association. Dolby, Pro Logic and the double-D symbol are trademarks of Dolby Laboratories. Manufactured under license from Dolby Laboratories. All other trademarks and trade names are the property of their respective owners.	
	Wii, Wii Remote, Nunchuk, Mii, Wii Balance Board and the Wii logo are trademarks of Nintendo. © 2006 Nintendo.	Licensed by Nintendo 

CAUTION: WRIST STRAP USE

Please use the wrist strap to help prevent injury to other people or damage to surrounding objects or the Wii Remote in case you accidentally let go of the Wii Remote during game play.

Also remember the following:

- *Make sure all players put on the wrist strap properly when it is their turn.*
- *Do not let go of the Wii Remote during game play.*
- *Dry your hands if they become moist.*
- *Allow adequate room around you during game play and make sure that all areas you might move into are clear of other people and objects.*
- *Stay at least three feet from the television.*

SYSTEM MENU UPDATE

Please note that when first loading the Game Disc into the Wii console, the Wii will check if you have the latest system menu, and if necessary a Wii system update screen will appear. Press OK to proceed.



CONTENTS

Basic Controls	2
Starting the Game	3
Mode Select	4
Setting Number of Skiers	5
Registering Your Skier	6/7
Ski School and Basic Controls	8/9
Freestyle Skiing	10/11
Course Map	12/13
Ski Races	14/15
Photos and Album	16/17
Using the Wii Balance Board	18/19
Credits	20/21



BASIC CONTROLS

Wii Remote™

Power Button
ON/OFF



+ Control Pad
Move the cursor



A Button
Confirm



+ Button
Pause Menu/Turn
page right



- Button
Turn page left



HOME

Show/Hide Home Menu Screen



B Button
Cancel

Nunchuk™



Control Stick



C Button



Z Button

Wii Balance Board™

Please see pg.18 for instructions on using the Wii Balance Board.
The Wii Balance Board can only be used in the Single Player game.
The Wii Balance Board is sold separately.



WELCOME TO HAPPY SKI RESORT!

STARTING THE GAME

AT THE TITLE SCREEN

Press the A and B Buttons to go to the Main Menu.



SELECT MODE

Point to the game mode you want to play and press the A Button.



ABOUT SAVE DATA

- This game requires at least 81 blocks of free space.
- The save data contains character edit information, items, and progress data from "Freestyle" mode for each skier.
- The album data is shared by all skiers.



WELCOME TO HAPPY SKI RESORT!

MODE SELECT

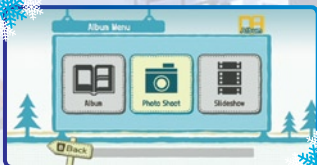
FREESTYLE

Hop on a lift and ski anywhere you want. Enjoy a great day or an exciting evening on the slopes as you talk to other characters and try to clear various events.



ALBUM

Capture your memories at the Happy Ski Resort into a photo album. You can take photographs and enjoy a slide show.



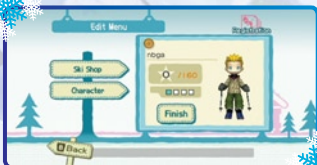
SKI RACE

Challenge yourself with 3 types of competitive skiing: Race, Slalom, or Moguls.



REGISTRATION

Register your skier here. You can also change your ski gear. See page 6 for details.



SKI SCHOOL

Learn basic skiing skills. If you are new to Happy Ski Resort, you should consider taking a class here.



WELCOME! HOW MANY OF YOU ARE VISITING TODAY?

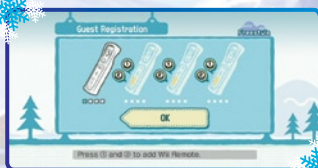
Select Mode and set the number of players!

SET THE NUMBER OF SKIERS

Point to the number of players you want, and press the A Button. Each skier will need a separate Wii Remote and Nunchuk.

ADD A WII REMOTE

To add a Wii Remote, point to "Add" and press the A Button. Point the Wii Remote you want to add toward the screen and press ① and ② simultaneously.



SELECT YOUR SKIER

To select your skier, point to a skier's name from the list and press the A Button. When you play the game for the first time, select "New Registration" and register your skier.



ABOUT Mii™

In We Ski, you can use your Mii which you created in the Mii Channel. Please see page 6 for details.

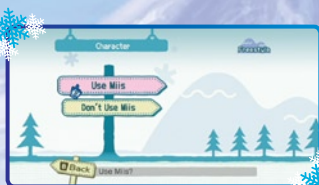


REGISTERING YOUR SKIER (WHEN USING Mii)

1. Select "Use Miis"

Point to "Use Miis" and press the A Button.

**Hats and Goggles cannot be worn if you use Miis.*



2. Select Your Mii

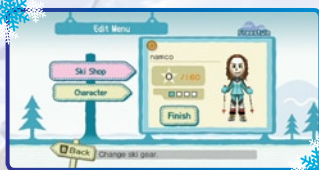
Choose a Mii you want to use from the ones saved on your Wii console, and press the A Button.

* If you did not create a Mii, you can't choose one.



3. Edit Your Mii

Point to "Ski Shop" or "Character" and press the A Button.



SKI SHOP

You can change your skiwear or skis. To open locked items at the Ski Shop, complete events to earn Star Points, the currency of Happy Ski Resort.

**Hats and Goggles cannot be worn if you use Miis.*

CHARACTER

You can go back to the "Use Miis" screen and remake your character.

FINISH

Select "Quit" when you are done preparing your skier.

Finish the registration. Once the screen changes, point to "Finish" and press the A Button to play with that character.

Go to Skier Registration to create more skiers.

REGISTERING YOUR SKIER (WHEN NOT USING Mii)

1. Select "Don't Use Miis"

Point to "Don't Use Miis," and press the A Button.



2. Select Character

First, choose the character type from the list on the left side of the screen. Point to the type you want and press the A Button.

Next, select your character. Point to the - or + on the screen and press the A Button to change characters. Point to "OK" and press the A Button to select your character.



3. Enter Name

Point to the letters you want to enter and press the A Button. To delete, point to "←". When you are done entering your name, point to "Enter" and press the A Button.

4. Change Body Type

Point to - or + and press the A Button to make your character larger or smaller. Point to "↑" "↓" and press the A Button to make your character taller or shorter. Point to "OK" and press the A Button to confirm your changes.



5. Edit

Point to "Ski Shop" or "Character" and press the A Button. See page 6 for more details on Ski Shop and Character.

Editing a character that has already been registered

In the Skier Select screen, if you select a character that has already been registered, that character will appear on the right side of the screen. If you point to "Change" and press the A Button, the Edit Menu will appear and you can change that character.



FROM BASICS TO ADVANCED TECHNIQUES... MASTER THEM ALL!

LEARN HOW TO CONTROL YOUR SKIS!

SKI SCHOOL

Select Skier

Point to a skier and press the A Button.



Basic Controls

Action	Motion
Changing Directions While standing still, tilt the Control Stick left, right, or down to change camera directions.	
Side-Stepping While standing still, change directions to face the slope then swing the Wii Remote and Nunchuk up and down alternately.	
Skating Swing both the Wii Remote and Nunchuk down at the same time.	
Snow Plow Turn While skiing, hold down the C Button. Tilt the Wii Remote and Nunchuk to the left or right to do a snow plow turn, and tilt them inward to do a snow plow brake.	
Braking Tilt the Control Stick down.	
Parallel Turn While skiing, tilt the Wii Remote and Nunchuk to the left or right. Tilt further to brake while turning.	

Select Lesson

From the Lesson Menu, point to the lesson you want to take and press the A Button to begin. Once you have completed a lesson, a check mark will appear next to that lesson in the Lesson Menu.



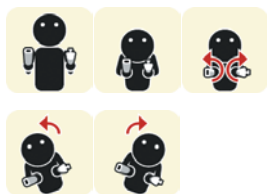
Action

Motion

Crouching

Position your Wii Remote and Nunchuk parallel to the ground, and twist them 90 degrees outward. Tuck your elbows to your sides, and tilt your body left or right to turn.

**If you twist the controllers too much, you will go back to a parallel position.*



Quick Parallel Turn (Wedeln)

Hold down the B and Z Buttons and tilt the Wii Remote and Nunchuk to the left or right.

**You can't do air tricks while holding down the B and Z Buttons.*



Recovering

If you start to lose balance, swing the Wii Remote and Nunchuk down together.



Standing Up

After you fall down, quickly swing the Wii Remote and Nunchuk up and down alternately.



Air Tricks

Hit various air tricks by moving your Wii Remote and Nunchuk while you're in the air. Learn about air tricks in Ski School.

Hit Some Cool Air Tricks!

Jump off the ramp marked with red arrows to perform air tricks.



TIME TO HIT THE SLOPES!

CAN YOU BECOME AN EXPERT SKIER?

FREESTYLE

Game Screen

- 1 Shows your current position.
- 2 The course icon is displayed at the beginning and end of the course.



PAUSE MENU

Press the + Button to open the Pause Menu.

Map: Point to the Lift Icon at the top of the map and press the A Button to transport to that area. You can check the current location of your skier by looking for the face icon.

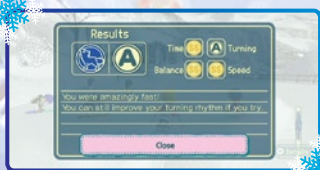
Course Details: See details on every course. If you have previously completed a course, your highest rank will be displayed.

Main Menu: Return to the Main Menu.

SKI RANKING

When you ski a course, you receive a rank for your performance. If you have not completed a course yet, you will receive a rank of "D". There are six levels of rank: S+, S, A, B, C, and D. Your highest rank will be displayed.

Earn Star Points as you improve your rank on each course, and as you accumulate more Star Points, earn new Pins!



Pin Rank



THERE ARE LOTS OF EVENTS TO ENJOY ON THE SLOPES!

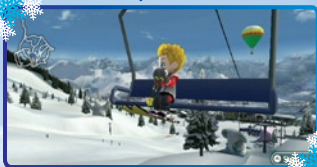
Ride the Lifts, Talk to People, Clear Events...

FREESTYLE

Ride the Lift

Press the A Button in the highlighted lift area to get onto a ski lift.

**The "Lift Area" is the area in pink surrounding a ski lift.*



Take a Lift and Enjoy the View!

While you are on a lift, you can move the camera around with the Control Stick. Look around and take in the scenery. You can also skip by pressing the A Button.

Talk to Other Skiers

If you press the A Button near skiers with a yellow bubble over their heads, you can talk to them and trigger various events like Race, Slalom and Mogul Challenge. You can earn Star Points by clearing each event.

BUBBLES

There are other types of bubbles in addition to those described below. Talk to as many skiers as you can to find them all!



Race

Race against the CPU skier.



Slalom

Pass between the red and blue poles before time runs out.



Mogul

Take on some moguls.



Turn Challenge

Execute and repeat specified turns.



Trick Challenge

Execute specified air tricks.



Look for ○○!

Search for lost skiers.



Rescue

Rescue skiers that have fallen on the slopes.



Lost & Found

Look for and recover lost objects around the slope.



Perfect Stop

Stop precisely at a specified location.



These icons represent the skier's feelings.



ENJOY YOURSELF IN OUR FIRST-CLASS FACILITY!

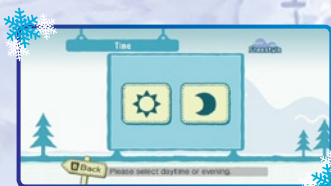
In Freestyle Mode, you can ski anywhere you want at any time! If at any time you want to go to a different position, press the + Button, and select "Course Map". Simply point at the Ski Lift you you want to visit, and press the A Button.

FREESTYLE

Select the Time of Day

Point to the icon for the time of day you want to ski, and press the A Button.

**If your party includes a first-time skier, then you will always start in the daytime and will not be able to choose the time of day.*



Beginner Course

Intermediate Course

Advanced Course

Air Trick Course

Select your Starting Position

Point to a Lift icon on the map and press the A Button.

** If there are more than 2 players, all players will start from the position chosen by Player 1.*

** If your party includes a first-time skier, then you will always start from Rabbit Road and will not be able to choose the starting position.*



Rabbit Road

Beginner course, suitable for everyone.



Deer Step

This beginner course takes you through the forest.



Owl's Nest

This intermediate course has trees scattered along the way.



Snake Pass

A narrow and windy course for intermediate skiers.



Lion Peak

The hardest course in the resort, for advanced skiers.



Bear Claw

The course with the steepest slope, for advanced skiers.



Dolphin Park

Various ramps are set up here for air tricks.



Fox Way

A wide course with a gentle slope for beginners.



Eaglesight

This intermediate course offers something for everyone.



Elephant Stage

This intermediate course is full of small hills.



Wolf Hill

Ungroomed slope for intermediate skiers.



Sharkskin

Icy slope for advanced skiers.



Camelhump

Mogul course for advanced skiers.

PUT YOUR ABILITIES TO THE TEST!

TRY YOUR HAND AT COMPETITIVE SKIING!

SKI RACE

Select a Race

Point to the race you want to enter and press the A Button.



3 Types of Races to Enter

Race

Take on the CPU skier and up to 3 of your friends in this head-to-head downhill speed racing.



Slalom

Skiers will take turns skiing between red and blue flags to complete the course before time runs out.



Mogul

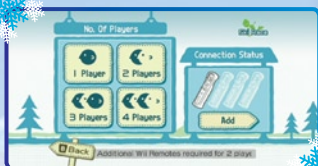
Speed through the moguls and hit some cool tricks. Up to 4 players can compete on the mogul course using a split screen.



Select the Number of Skiers

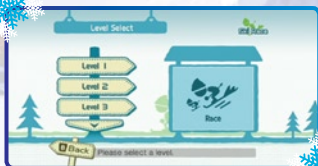
Point to the number of players you want, and press the A Button. Then, select your skier and press the A Button.

** If two or more players are skiing, each skier will need a separate Wii Remote and Nunchuk. See page 5 for details on how to register additional Wii Remotes.*



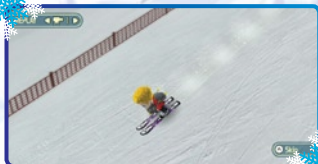
Select Level

Point to the level you want to play in and press the A Button. The race details will be displayed when you select a level. Point to "Start" and press the A Button to start the race.



See the Replay

You can watch a replay after the race. Press the A Button to skip. You can press the +Control Pad to the left or right during replay to watch different skiers.



See the Race Results

After the replay, the race results will be displayed. If you want to race again, point to "Retry" and press the A Button.

In Freestyle mode, a Smiley Face appears if the event you just entered had previously been cleared. It will not appear in Ski Race mode.



Skier Registration

You can register and edit your skier. See page 5 for details.

SMILE FOR THE CAMERA!

There are two ways to take pictures in We Ski.

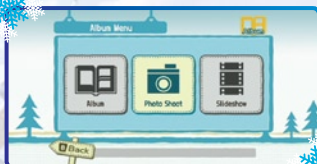
1) In Freestyle, you can have your picture taken by a Photographer on the slopes.

- Find the Photographer and talk to him (Keep Screenshot).
- Select "Yes" when asked if you would like to take a picture.
- Gather your friends and say "Cheese!" – A timer will count down for 5 seconds before the picture snaps. You can change your pose with the +Control Pad.
- You can save your photos to an album and view them in the Main Menu by selecting "Album."



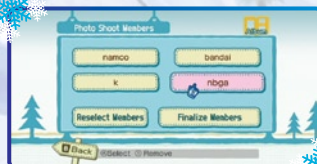
2) From the main menu, select "Album" and select "Photo Shoot"

- Point to the location you would like to conduct a Photo Shoot in, and press the A Button.
- To add more locations for photo shoots, clear Photo Shoot Events, other specific events, or every lesson in Ski School.



Select Skiers for Photo Shoot

You can choose up to 4 skiers to join a photo shoot. Before the photo shoot, you can change clothes and edit the skiers. See page 7 for details on editing skiers. You can change the skiers poses by pressing +Control Pad.



**You can't change poses during an action Photo Shoot.*

** Some locations only allow group photos, and some locations only allow action shots.*

** You can save up to 100 photos.*

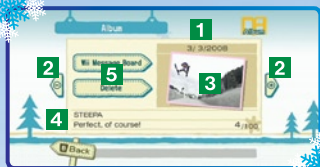
VIEWING AND SHARING PHOTOS

You can view photos in your Album. Point to the Album Menu and press the A Button.

Point to the thumbnail of the photo you want to view and press the A Button.

Album Page Screen

- 1 Date the photo was taken.
- 2 Point here and press the A Button to turn the page.
- 3 Point here and press the A Button to view a larger photo
- 4 Comments on the photo are displayed here.
- 5 Album Page Menu. Point to a menu item and press the A Button.



Slideshow

Select "Slideshow" from the Album Menu and enjoy a slideshow with music, using randomly selected photos from your album.

Sharing Photos

You can send photos to the Wii Message Board.

**For more details on the Wii Message Board, please see the Wii Operations Manual.*



USE THE Wii BALANCE BOARD TO TURN!

* The Wii Balance Board is included in "Wii Fit," and is sold separately by Nintendo.

* Only one player can ski while the Wii Balance Board is connected.

Connecting the Wii Balance Board

Connect your Wii Balance Board **BEFORE** you press the A Button or B Button at the Title Screen. A connection screen will appear before you go to the Main Menu. For more information on how to sync your Wii Balance Board, please consult the Wii Balance Board manual.

The Wii Balance Board is connected.



Lean your body to the left and right to turn.
When the Wii Balance Board is connected, you cannot play with more than one person.
Do not jump on or stand on the edge of the Wii Balance Board. Only one person may stand on the Wii Balance Board.

Functionality Check and Calibration

Check for proper function

If the Wii Balance Board is connected, the Wii Balance Board icon will appear in the Main Menu. Point to the icon and press the A Button, then follow the instructions on the screen to perform a functionality check.

Freestyle

Album

Ski Race

Registration

Ski School

Check if the Wii Balance Board is functioning properly.

Calibrate your Wii Balance Board

Before you start skiing, follow the instructions on the screen to calibrate your Wii Balance Board.

* Once you have calibrated your Wii Balance Board, you will not be prompted to do it again until you play with another skier.

Checking if the Wii Balance Board is functioning properly.

Please get on the Wii Balance Board.
Press  on the Wii Remote to start checking.

Don't Jump!

Do not jump on your Wii Balance Board. If you jump or get off the Wii Balance Board, the game will pause and a warning message will appear.

Turn with the Wii Balance Board!

When the Wii Balance Board is connected, you can turn left or right by shifting your weight instead of tilting the Wii Remote and Nunchuk.

Balance Bar: The Balance Bar shows which side your weight is currently on.

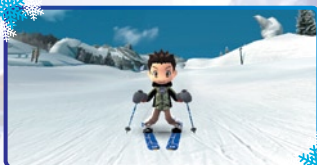
Left turn: Put your weight on your left foot.

Right turn: Put your weight on your right foot.



Snow Plow Turn

While skiing, hold down the C Button and shift your weight left or right to turn.



Parallel Turn

While skiing, shift your weight left or right to turn.



Crouching Turn

Position your Wii Remote and Nunchuk parallel to the ground, and twist them 90 degrees outward. Tuck your elbows to your sides, and shift your weight left or right to turn.



Quick Parallel Turn (Wedeln)

Hold down the B and Z Buttons, and shift your weight left or right to turn.



Inverse Controls

Press ① and ② in the Pause menu to invert the Wii Balance Board turn input. Press again to return to standard input.

CREDITS

DEVELOPED & PRODUCED BY

NAMCO BANDAI Games Inc.

Executive Producers

Shin Unozawa

Takashi Shoji

Chief Producers

Tomoaki Imanishi

Daisuke Uchiyama

Yohzo Sakagami

Producers

Maya Ito

Masaya Kobayashi

Director

Hisashi Kawamura

Product Planners

Kenichi Shimada

Makoto Kawamata

Program Director

Kensuke Nakanishi

Design Director

Manabu Okano

Design Management

Yoshinori Wagatsuma

Sound Director

Hiroshi Okubo

General Manager

Takefumi Hyodo

Senior Localization Manager

Seiko Fujisawa

Localization Manager

Lindsay Gray

Localization Producer

James Vance

Senior Marketing Manager

Naruo Uchida

Marketing Coordinators (US & Europe)

Tatsuya Kubota

Yutaka Fuse

PUBLISHED BY

NAMCO BANDAI Games America Inc.

Production

Director of Localization

Takahiro Sasanoi

Senior Localization Manager

Taka Akiyama

Localization Manager

Ryota Toyama

Localization Producer

Taiki Homma

CREDITS

Marketing and PR

Director of Marketing and PR

Todd Thorson

Associate Product Marketing Manager

Aaron Krause

Public Relations Manager

Arne Cual-Pedroso

Public Relations Coordinator

Rob Ely

Creative Services Manager

Michiko Wang

Quality Assurance

Senior QA Manager

Tad Hirayabashi

QA Supervisor

Mike Peterson

Project Coordinator for QA

Jesse Mejia

QA Lead

Stephen Chin

Assistant QA Lead

Luis Castillo

QA Team

John Moya

Adam De Anda

Phil Farkaly

Jared Rosmarin

Darren Agellon

Ricky Ortiz

Travis Barbieri

CQC Testers

Billy Dal Porto

Saiho Kwan

Mia Pelayo

Ryan Dagley

Strategic Business Manager

Brian Schorr

National Sales Manager

Terry Carlson

Special Thanks

Genichi Ito

Makoto Iwai

Shuji Nakata

Andrew Lechuk

Yasu Nishimura

Jennifer Tersigni

Moto Aida

Ryan Chenault

Janna Smith

Matt Peterson

Y Pham

In Joon Hwang

Brian Kruse

NOTES



NOTES



LIVE HELP NOW AVAILABLE ONLINE!

Ever get stuck and just need that extra edge to beat the level?

Having problems getting your game to work properly?

Now you can get one-on-one help from NAMCO BANDAI Games America Inc.
using your web browser!

Simply go to livehelp.namco.com for more details.

Live Counselors available from 9am-5pm Monday-Friday Pacific Time.

NAMCO BANDAI Games America Inc.

ATTN: Customer Service

4555 Great America Parkway, Suite 201

Santa Clara, CA 95054

Before returning any defective materials to us, please contact us for a Return Merchandise Authorization (RMA) number. You can reach us at the address above, via e-mail at support@namcobandai.com or contact us at (408) 235-2222. Please note that any materials sent to us without an RMA number will be refused and returned. We highly recommend that you use a traceable and / or insured method of shipping the materials to us

Namco Bandai Games America Inc. Online:

www.namcobandai.com

Visit our Website to get information about our new titles.

LIMITED WARRANTY

NAMCO BANDAI Games America Inc. warrants to the original purchaser that this NAMCO BANDAI Games America Inc. game pack shall be free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day limited warranty period, NAMCO BANDAI Games America Inc. will repair or replace the defective game pack or component part, at its option, free of charge.

This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other cause not related to defective material or workmanship.

LIMITATIONS ON WARRANTY

Any applicable implied warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety (90) days from the date of purchase and are subject to the conditions set forth herein. In no event shall NAMCO BANDAI Games America Inc. be liable for consequential or incidental damages resulting from the possession or use of this product. The provisions of the limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This limited warranty provides you with specific legal rights. You may have other rights which vary from state to state.



To register product online go to

WWW.NAMCOREG.COM

ARCADE CLASSICS GET REMIXED
FOR THE Wii™ SYSTEM!

NAMCO MUSEUM™ REMIX



PAC'N ROLL® REMIX



GALAGA® REMIX



IN STORES NOW!



GATOR PANIC® REMIX



RALLY-X® REMIX



Wii™

REMIX DE CLASSIQUES D'ARCADE
POUR LA CONSOLE Wii™!

DISPONIBLE
DÈS MAINTENANT!

NAMCO BANDAI Games America Inc.
4555 Great America Parkway, Suite 201, Santa Clara, CA 95054
www.namcobandaigames.com/games/namcomuseumremix

Wii and the Wii logo are trademarks of Nintendo. © 2006 Nintendo. NAMCO MUSEUM™/REMIX©2007 NAMCO BANDAI Games Inc. PAC-MAN®&©1980-2007 NAMCO BANDAI Games Inc. Critic-0™&©1979-2007 NAMCO BANDAI Games Inc. DIG DUG®&©1982-2007 NAMCO BANDAI Games Inc. Galaga® Remix &©1981-2007 NAMCO BANDAI Games Inc. Galaxian®&©1979-2007 NAMCO BANDAI Games Inc. Gargles™&©1984-2007 NAMCO BANDAI Games Inc. MAPPY®&©1983-2007 NAMCO BANDAI Games Inc. XENOTUS®&©1982-2007 NAMCO BANDAI Games Inc. Super PAC-MAN®&©1980-2007 NAMCO BANDAI Games Inc. PacApt™&©1983-2007 NAMCO BANDAI Games Inc. Pac'n Roll® Remix &©1980-2007 NAMCO BANDAI Games Inc. PAC-MANIA®&©1980-2007 NAMCO BANDAI Games Inc. Rally-X® Remix &©1980-2007 NAMCO BANDAI Games Inc. Gator Panic® Remix &©1980-2007 NAMCO BANDAI Games Inc. Pac-Mania™ &©1980-2007 NAMCO BANDAI Games Inc. The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks and trade names are the property of their respective owners.



PRINTED IN U.S.A.
IMPRIMÉ AUX É.-U.