

Wii™

®

Jenga

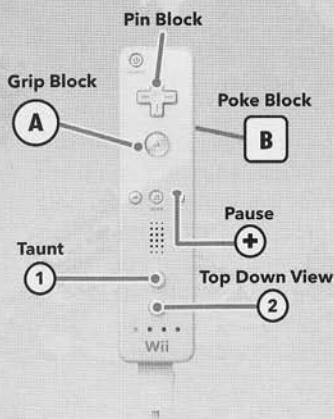
World Tour

INSTRUCTION BOOKLET

ATARI

CONTROLS

Wii Remote



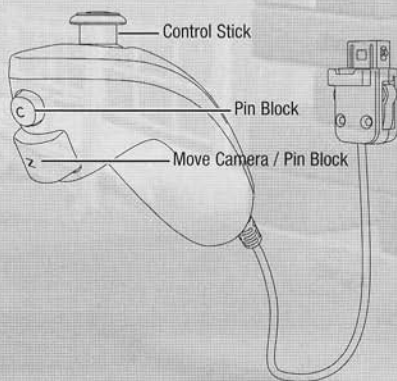
GAME CONTROLS

| CONTROL | ACTION |
|--|-------------------------|
| Point Wii Remote at screen | Move pointer |
| Control stick | Move camera / Pin block |
| C Button | Pin block |
| A Button | Grip block |
| B Button | Poke block |
| +Control Pad UP (While gripping block) | Pin block above |
| +Control Pad DOWN (While gripping block) | Pin block below |
| +Control Pad LEFT (While gripping block) | Pin block to left |
| +Control Pad RIGHT (While gripping block) | Pin block to right |
| + Button | Pause |
| 1 Button | Taunt |
| 2 Button | Top Down View |
| Z Button | Zoom |

Nunchuk

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 gameplay. 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.



GAME MODES

From the main menu, choose from the following options:

JENGA WORLD TOUR



This single player mode takes you on a vast journey through time and space, from ancient castles to disaster-threatened cities, and even outer space. In Jenga World Tour, you play a series of matches against a variety of colourful computer opponents.

If you can defeat a foe, you will advance to the next match against a new opponent, and unlock the theme of the location, making it possible to select it as a backdrop in other game modes.

QUICK PLAY

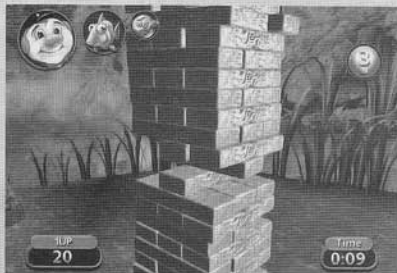
This launches a single player or multiplayer game of Jenga for up to four players. Set up number of players, tower setup, rules setup and level setup, or select the Random option to start a game with random settings.

ARCADE

In this mode it doesn't matter how many moves you make, as long as you beat the high score. Different coloured blocks score different amounts of points, and bonuses are awarded when you group two or more.

JENGA FREE MODE

Play Jenga without any rules!



PLAYING JENGA

MOVING THE CAMERA

Use the Control Stick to move the camera around the tower to get a better view of its setup.

GRIPPING

Use the Wii Remote to move the pointer over a block and press the A Button to grip it. The pointer will change into the block to let you know you are holding it. Move the Wii Remote to move the block. You can also rotate the Wii Remote slightly to “wiggle” the block loose. Once you pull a block free, you must set it on top of the tower.

NUDGING

Aim pointer at a block and press the B Button. This will allow you to nudge a block to get a better idea of how stuck in the tower it is.

PINNING

When pulling a block from the tower, it is possible to hold some surrounding blocks in place. Press the +Control Pad UP, DOWN, LEFT and RIGHT while you are removing a block to hold the corresponding blocks above, below, left and right of the block you are attempting to extract.

THEMES

The game features variety of themes that you can unlock by playing Jenga World Tour mode. When you select a theme, the entire appearance, including graphics, sounds and effects change.

POWER-UPS

Some game modes, including Arcade, feature power-ups that can boost your score and change the game in drastic ways.

- Vines – Fixes a block into place for a limited amount of time
- Medusa Head – Turns blocks to stone and changes the weight balance of the tower
- Ice – Makes it possible to remove blocks without any stress at all
- Space Warp – Slows down time, giving you longer to think
- Earthquake – Cause the tower to rumble
- Telekinesis – Line up and click to pull a block directly into your hand. Make sure you are lined up.