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NOW THERE ARE TWO GREAT WAYS TO PLAY ON THE GO!



DOWNLOAD!
TO Nintendo DS™

GEOMETRY WARS™ RETRO EVOLVED

Use your Wii™ console to wirelessly beam the original arcade hit, Geometry Wars: Retro Evolved, and play it free on your Nintendo DS™ system.

NOW!



GEOMETRY WARS™ GALAXIES

Geometry Wars: Galaxies for the Nintendo DS™ includes the complete Wii™ game plus:

- **Nintendo DS™ Download Play**
Challenge a friend wirelessly on a single game card.
- **Exclusive Bonus Content**
Link both versions to unlock new Wii™ and Nintendo DS™ Galaxies content.



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PRINTED IN GERMANY

Wii™



HIGH SCORE
1,979,000

GEOMETRY WARS™ GALAXIES



INSTRUCTION BOOKLET



THIS SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR NINTENDO 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.



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



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Nintendo

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GEOMETRY WARS™ GALAXIES

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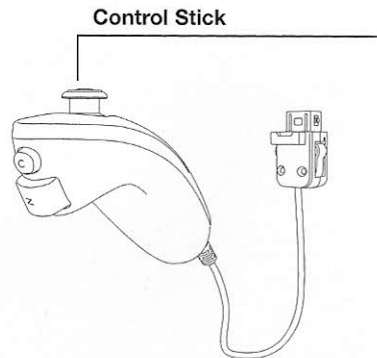
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The in-game language depends on the one that is set on your Wii console. This game includes five different language versions: English, German, French, Spanish and Italian. If your Wii console is already set to one of them, the same language will be displayed in the game. If your Wii console is set to another language, the in-game default language will be English.

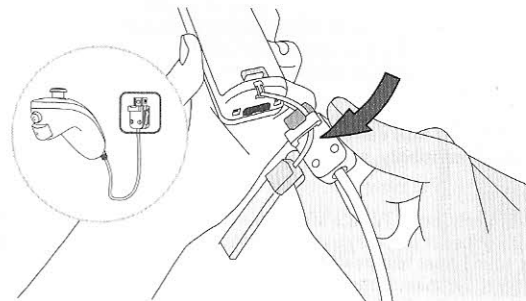
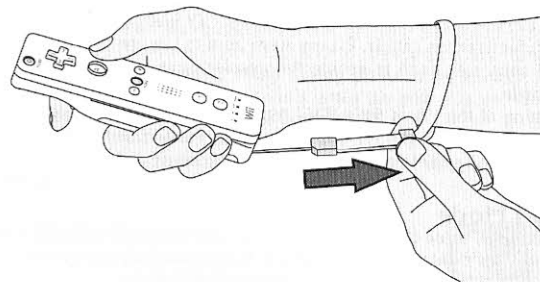
You can change the in-game language by changing the language setting of your Wii console. For further instructions about how to change language settings please refer to the Wii Operations Manual.

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.



Feed the cord on the Remote Wrist Strap through the Connector Hook. Insert the Nunchuk plug into the External Extension Connector on the bottom of the Remote. Place your hand through the Remote Wrist Strap and hold the Remote firmly in your hand. Slide the strap lock up so that the 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 Remote Wrist Strap in place.



CAUTION: Wii gameplay with the Wii Remote and Nunchuk can involve rapid or vigorous motion. Please use the Remote Wrist Strap to prevent losing your grip on the Remote and causing damage to the Remote and surrounding objects, or injury to other people. Please ensure sufficient distance to avoid colliding with other persons or things. In addition, do not swing the Remote and Nunchuk more than necessary.

Be sure to install the Nunchuk as described. Use the Connector Hook on the Nunchuk plug with the Remote Wrist Strap cord to prevent the Nunchuk plug from becoming separated from the External Extension Connector on the Remote and striking objects or people.

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

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 and minimised flicker, all of which produces a great gaming experience.

However, it may happen 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 50Hz (576i) Mode. To activate EDTV / HDTV (480p) Mode, please select this TV TYPE in the Wii System Settings. For additional information on how to set the TV TYPE, please refer to the Wii Operations Manual.



Compatible

60Hz (480i) Mode

60Hz (480i) is a display mode that allows players to view and enjoy their game in enhanced quality. This means an intensely sharp picture and the game running at optimal speed, all of which produces a great gaming experience.

This game allows a better display with higher quality on TVs that support 60Hz (480i) Mode (PAL60 compatibility). To activate 60Hz (480i) Mode, please select this TV TYPE in the Wii System Settings. For additional information on how to set the TV TYPE, please refer to the Wii Operations Manual.



Modes Supported

When you connect the Wii RGB cable (RVL-013) (sold separately) to a TV which has an RGB terminal and PAL60 compatibility, you can enjoy an even smoother game screen with less flicker.

However, certain, mainly older, TV sets are unable to display games in 60Hz (480i) Mode and therefore a small number of players could experience difficulty in playing this game on their TV. To find out if your TV set features 60Hz (480i) Mode, consult your TV Instruction Manual or contact the respective manufacturer for details.

Synchronising your Wii Remote with the Wii Console

Synchronising the Wii Remote is necessary to use it with the Wii console. The Wii Remote included with your Wii console has already been synchronised with the console. There are two different modes of synchronising (synching):

Standard Mode – Once synchronised, the Remote will stay synched to the console unless you overwrite this setting by synching the Remote to a different console.

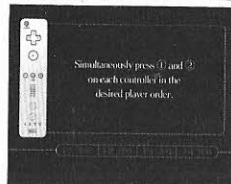
One Time Mode – This mode allows you to temporarily use your Remote on a console other than your own, to use a friend's Remote on your console or to change the player order for multiplayer games. It does not delete the Standard Mode setting stored in the Remote. In this mode, the Remote will only communicate with the console while the power is on. When the power is turned off the Remote will lose its synch with the console.

Please see One Time Mode instructions below. For more information please refer to the Wii Operations Manual.

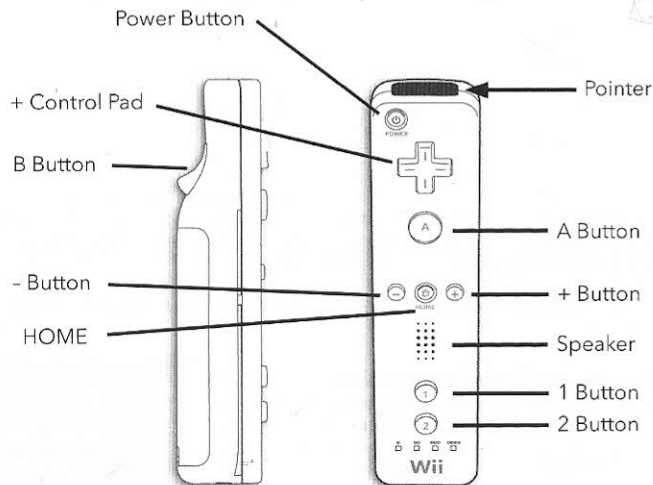
One Time Mode Synchronisation

NOTE: This mode temporarily removes the Standard Mode synchronisation set-up for all Wii Remotes until the Wii console's power is turned off. When the power is turned back on again, Standard Mode settings will return.

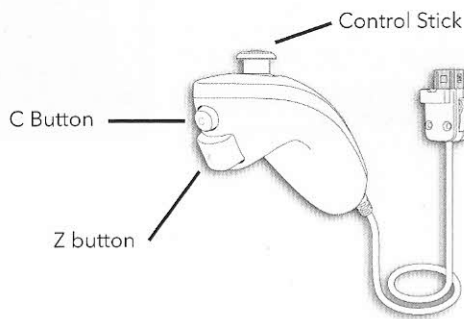
1. Press the HOME Button on a Wii Remote that is synchronised with the Wii console.
2. Select the Wii REMOTE SETTINGS option from the Home Menu, then select the RECONNECT option.
3. Press the 1 and 2 Buttons simultaneously on the Wii Remote that you want to synchronise with the Wii console. The order in which you synchronise Wii Remotes will set the player order for multiplayer games.
4. The Player LED will blink during the synching process. When the blinking stops, the connection is complete.



Wii Remote



Nunchuk



Controls

Wii Remote Controls

Menu Screen Controls:

Movement	+Control Pad
Select	A Button
Back	B Button

Standard Game Controls:

Fire	B Button or A Button
Bomb (Special)	Z Button or C Button
Pause Menu	+ Button

Aiming & Movement In Game:

Primary Setup:

Aiming	Wii Remote
Movement	Nunchuk Control Stick

Secondary Setup:

Aiming	Nunchuk Control Stick
Movement	Wii Remote

PLEASE NOTE: *Geometry Wars: Galaxies™* also supports the Classic Controller

Main Menu

Galaxies: The single player Campaign Mode that puts you and your drone against an entire galaxy of enemies that expands over several solar system grids.

Multi Player: Using another Wii Remote and Nunchuk or Classic Controller, 2 players can enjoy playing *Geometry Wars: Retro Evolved™* Co-op and Challenge Co-op games. With both Co-op game types players will be able to select whether they play co-operatively (with shared score, lives and bombs) or versus (separate scores, lives and bombs). In Challenge Co-op, players will be able to choose to battle on a number of very different battle planets.

Retro Evolved: Play the original arcade hit that inspired this new game.

Options: (see below)

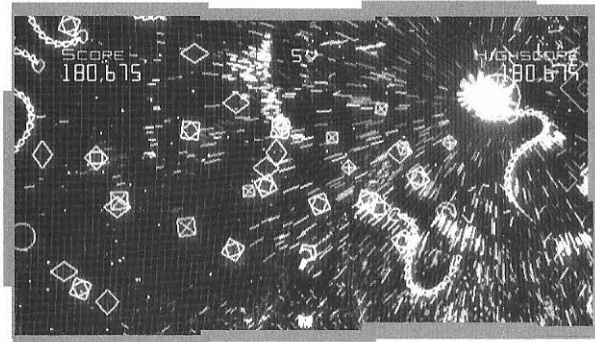
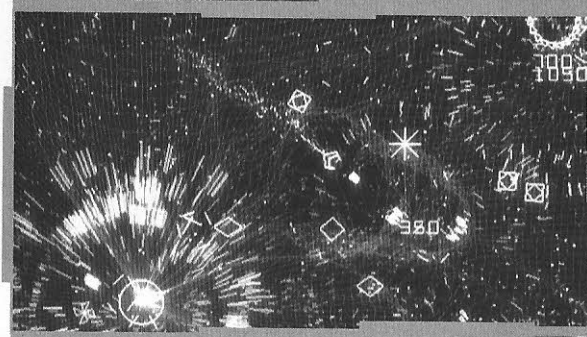
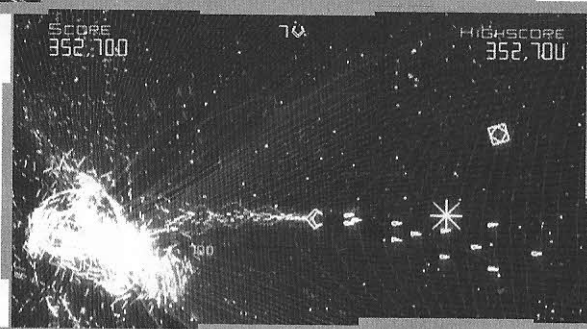
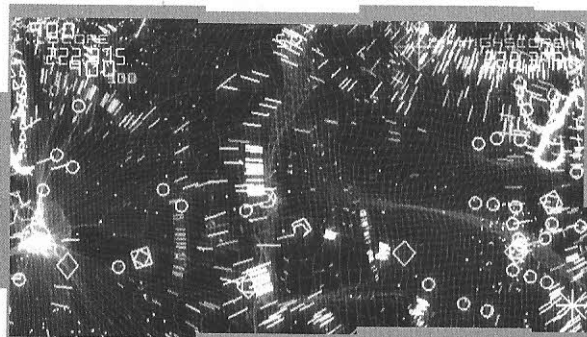
Connectivity: (Please see page 14 for more details)

Main Menu Options

Preference Swap the Aiming Visual / Movement and Firing control
Profiles Change / Delete
Audio Change Volume Settings / Sound Mode
Credits See the people who help made this game

In-Game Options:

Preference Swap the Aiming Visual / Movement and Firing controls
Audio Change Volume Settings / Sound Mode



Geoms

GEOMS represent the currency in *Geometry Wars: Galaxies*™. When enemies are destroyed, they drop yellow Geoms that can be collected and spent on drone behaviours or buying access to solar systems and planets.



triangle = 1 Geom



diamond = 2 Geoms



small cross = 5 Geoms



big cross = 10 Geoms

By collecting them during a battle you will increase your multiplier, this is the key to massive scores. Collecting them will also earn you extra lives, smart bombs and weapons changes, a reward sound will play when you are given this sort of bonus.

Drone, Behaviours and Upgrading

Your drone is an autonomous craft that helps you fight your enemies.



Attack



Defend



Collect



Snipe



Sweep



Ram



Turret



Bait

There are many different behaviour types that can be fitted to the Drone. Each one will give you a specific type of assistance that might prove crucial in certain types of battle.

Your default Drone's behavior will be the ATTACK one, however if you collected enough Geoms funds (see GEOMS), you will be able to purchase different behaviors in the Drone menu. The Drone menu will always appear before you enter any planet grid.

The behavior you take into battle will level up depending on your performance in planet grid. The more you use a specific behavior, the more experiences it will gain and become even more useful. The behavior capabilities will increase and you may even see the Drone's weapons get an upgrade as well. You will be able to see the level stats of your Drone's behaviors on the Drone Menu.



ATTACK: The DRONE will stay next to the player ship, shooting in the same direction, boosting the forward facing firepower of the player. As this behaviour increases in power, the DRONES weapon will become more powerful and its forwards facing aim will become more accurate and it will widen it's spread of fire.

DEFEND: The DRONE sticks to the rear of the player ship, shooting behind. This behavior will start out with the DRONE only shooting directly backwards, building to the DRONE being able to snipe within a wider arc, making its rear defense more effective. It will also benefit from increasingly more powerful weapons.

COLLECT: The DRONE does not have a weapon, instead it seeks out and collects GEOMS from the grid space. As this powers up, the DRONE will make quicker direction decisions, speed up and be able to collect more GEOMS.

SWEEP: The DRONE cannot fire, but instead continually orbits the player, smashing enemies that get in its way. As the upgrade builds, the radius of orbit decreases and speed increases, making the DRONE into a useful, shield like defense, especially in a thick group of enemies.

RAM: Like SWEEP, the DRONE does not fire, but instead targets enemies around the player and rams them, killing them like a jack hammer. As the upgrade builds, the DRONE will take longer trips away from the player, with a wider targeting arc and an ability to prioritize harder to kill enemies.

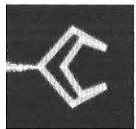
SNIPE: This relies on the DRONE using the new BEAM weapon to snipe high priority targets. Based on a simple order of danger, the DRONE will target and snipe targets with its focused beam, which because of its sustained damage, can eliminate a multi-hit enemy in a single attack. As the upgrade builds, the targeting and target choosing will improve, with the fully powered sniper able to pick off hard targets.

SENTRY: The DRONE has the ability to deploy as a sentry gun and then attempt to destroy targets within 360 of its vision, at a fixed distance away. As the upgrade builds, the distance it can target and the frequency of firing increases. As does the frequency and time of deployment.

BAIT: The DRONE can take on a player-like attract behaviour. It will switch on this ability and lure attracted enemies away from the player ship, allowing the player to move more safely and pick off resulting clusters. As the ability upgrades the frequency and duration of BAIT behaviour increases.

Note: The Drone setup cannot be changed during gameplay and must be done before entering a particular planet battle.

The Players



Player 1

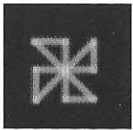


Player 2

Enemy Types

Classic Enemies

Wanderer



Grunt



Weaver



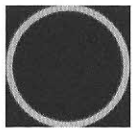
Spinner



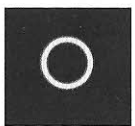
Tiny Spinner



Gravity Well



Proton



Snake



Repulsor



Mayfly



New Enemies

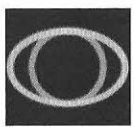
Mutator



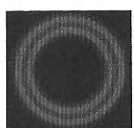
Mutated



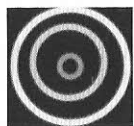
UFO



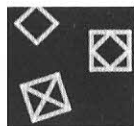
Generator



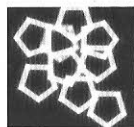
Black Hole



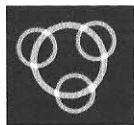
Asteroids



Cell Mass



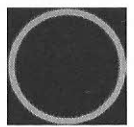
Neutron



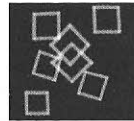
NUFO



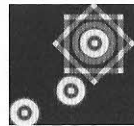
Wormhole



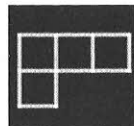
Meteor



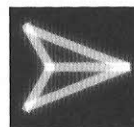
Mine Layer



Flipper



Dart



Multi Player

Using another Wii Remote and Nunchuk or Classic Controller, 2 players can enjoy playing *Geometry Wars: Retro Evolved™* Co-op and Challenge Co-op games.

With both Co-op game types, players will be able to select whether they play co-operatively (with shared score, lives and bombs) or versus (separate scores, lives and bombs).

In Challenge Co-op, players will be able to choose to battle on a number of very different battle planets.

Nintendo DS™ System Evolved Download

If you have a NINTENDO DS™ or NINTENDO DS™ Lite, you can download the complete *Geometry Wars: Retro Evolved™* game from your Wii™ to DS™. Online scoring is not supported on this version.

Go to the MAIN MENU of the Wii version of the game and select CONNECTIVITY and then select Game Share.

Select DOWNLOAD PLAY from the main menu of your NINTENDO DS™ or NINTENDO DS™ Lite boot screen.

Once your DS or Nintendo DS™ Lite has found the available download, select it and follow the on-screen instructions.

Note: This game will only be playable while the DS™ or Nintendo DS™ Lite is powered on or in POWER SAVE mode (achieved by closing the lid with the power on). Once the DS™ or Nintendo DS™ Lite is switched off, the game download will be lost.

DS Unlockable Content

If you purchase a copy of *Geometry Wars: Galaxies™* for the NINTENDO DS, you can wirelessly connect to your Wii™ to exchange data and add new challenges to your playing experience.

Go to the MAIN MENU of the Wii version of the game and select CONNECTIVITY and then select Link to DS.

Then go to the MAIN MENU of the DS™ version of the game, select CONNECTIVITY and follow the on-screen instructions.

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Kuju Entertainment Credits

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Sean Murray

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In the event that the media proves to be defective during that time period please directly contact your retailer.

In order to enforce the above-mentioned warranty retailer should be informed of the defect at least 2 (two) months following its discovery.

Some states/jurisdiction do not allow limitation on duration of an implied warranty, so the above limitation may not apply to you.

This Limited Warranty does not affect the application of any legal warranty provided by the applicable laws and regulations.

NOTES

The PEGI age rating system:

Age Rating categories:

Les catégories de tranche d'âge:



www.pegi.info

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Note: There are some local variations!

Note: Il peut y avoir quelques variations en fonction du pays!

Content Descriptors:

Description du contenu:



BAD LANGUAGE
LANGAGE CHOQUANT



DISCRIMINATION
DISCRIMINATION



DRUGS
DROGUE



GAMBLING
JEUX D'ARGENT



FEAR
EPOUVANTE



SEXUAL CONTENT
CONTENU SEXUEL



VIOLENCE
VIOLENCE

For further information about the Pan European Game Information (PEGI) rating system please visit:

Pour de plus amples informations concernant l'évaluation du système d'information de jeu Pan Européen (PEGI), vous pouvez consulter:

Para obtener más información sobre el sistema de calificación de juegos (PEGI), por favor visite:

Per ulteriori informazioni sul sistema europeo di valutazione delle informazioni del gioco (PEGI) vi preghiamo di visitare:

Für weitere Informationen über das europäische Spiel-Informationen Bewertungs-System (PEGI) besuchen Sie bitte:

<http://www.pegi.info>