Making Everything Easier!™

Wii™ For Dummies®

Learn to:

- Set up and navigate the Wii system
- Use Wii controllers and accessories
- Play *Wii Sports*, get *Wii Fit*, and enjoy other Wii games
- Create your own Mii characters to play, use in games, and share with friends

Kyle Orland
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Wii For Dummies®

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Wiley Publishing, Inc.

Wii™ For Dummies®

Published byWiley Publishing, Inc.111 River StreetHoboken, NJ 07030-5774 www.wiley.com

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Published by Wiley Publishing, Inc., Indianapolis, Indiana

Published simultaneously in Canada

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Library of Congress Control Number: 2008935265

ISBN: 978-0-470-87255-0

Manufactured in the United States of America

10 9 8 7 6 5 4 3 2

About the Author

Kyle Orland has been playing video games pretty much nonstop since just before he got a Nintendo Entertainment System for his seventh birthday. At age 14, he started writing about those games professionally when he set up a fansite for Super Mario Bros. HQ on the free Web space provided by his parents' America Online account. Twelve years later, Super Mario Bros. HQ is still up and running at a more professional-looking home at www.smbhq.com.

From that humble beginning, Kyle has gone on to become a successful freelance journalist specializing in video games. He writes regular news posts and features for popular gaming weblog Joystiq.com, and he writes a variety of columns and reviews for CrispyGamer.com, including Games for Lunch (http://gamesforlunch.blogspot.com), a daily, one-hour playlog. Kyle's work has also appeared in Electronic Gaming Monthly, Paste Magazine, Gamasutra, GameDaily, and The Escapist, among other outlets. He has been quoted as a gaming expert in The New York Times, The Washington Post, G4TV, and TheStreet.com, among other outlets.

This is Kyle's second book. He co-wrote The Video Game Style Guide and Reference Manual with David Thomas and Scott Steinberg in 2007 (published by Lulu.com). His favorite game of all time is Super Mario 64.

Dedication

To my wife, Michelle, who never lets me think I can’t do anything I put my mind to.

To my parents, who bought me my first Nintendo Entertainment System and held their tongues when I threw away a nice, secure, decently paying desk job to follow my dream of becoming an underpaid game journalist.

To all the friends, family, and colleagues who wouldn’t let me go crazy while writing nearly 300 pages of reference material about a single game system.

Author’s Acknowledgments

Thanks to Gateway for making a solid laptop that stood up to hours and hours of typing and editing for the making of this book. Thanks to Pinnacle for making the Dazzle, a device that made taking the screenshots for the in-book figures a painless process. Thanks to Sony for making a nice little camera that I used to take many pictures of their competitor’s system. Thanks to Nadeo for making TrackMania, a game that helped keep me sane during many a writing break.

Thanks to Nintendo for providing the hardware and much of the software used in the making of this book (not to mention the decades of gaming enjoyment they’ve provided me through their products). Thanks to my editors at Wiley, including Amy Fandrei, Steven Hayes, Jean Nelson, and Barry Childs-Helton, for making me look good. Thanks to Alexander Sliwinski for making sure you

can actually do everything I say you can do in the book. Thanks to the team at Joystiq that helped me get this gig and understood when I went on a functional leave of absence for two months to actually write it.

Thanks to my sister, Paige, for not letting me distract myself from writing by talking to her on Instant Messenger. Thanks to my friend Mike for loaning me a Wii Remote Jacket to use in some figures. Last but not least, thanks to Michelle for forcing me to get out of the house occasionally during the whirlwind writing process.

Publisher's Acknowledgments

We're proud of this book; please send us your comments through our online registration form located at www.dummies.com/register/.

Some of the people who helped bring this book to market include the following:

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Indexer: Potomac Indexing, LLC

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Introduction

If you're actually reading this Introduction, you're probably a customer in a bookstore, trying to decide whether or not you should buy this book. To help you out, I've made up a simple quiz:

1. Do you own a Wii?
2. Do you intend to own a Wii soon?

If you answered yes to either question, then congratulations, you are one of the millions of people worldwide who should buy this book! If you answered "No," please feel free to go out and buy a Wii and then retake the quiz (refer to Chapter 1 for some tips on how to find one). Thank you.

About This Book

Think of this book as the unabridged edition of those tiny user manuals that come with the Wii itself. While those manuals are all right for getting started, this book gives you much more detail on the inevitable issues that come up when using the Wii. From setting the Wii system up with your entertainment center to using the Wii's many unique controllers; from connecting the system to the Internet to playing games, this book has the detailed instructions and troubleshooting you need to get it done.

This book isn't meant to be read from front to back. Treat it more like a reference that you can consult whenever you find something confusing or difficult when using the Wii. The book is divided into chapters and sections by

topic, so you can easily find what you're looking for by perusing the table of contents. Failing that, please consult the index for the specific issue you need to know more about.

Conventions Used in This Book

I know that doing something the same way over and over again can be boring, but sometimes consistency can be a good thing. For one thing, it makes stuff easier to understand. In this book, those consistent elements are *conventions.* In fact, I use italics to identify and define the new terms.

Like all game systems, the Wii comes with a controller. The *Wii Remote* is the white, wireless, handheld controller that comes with the system and is the main means for interacting with the Wii. The book makes frequent mention of pressing *buttons* on this Remote. These buttons are clearly labeled on the Wii Remote itself, or you can consult Chapter 3 for more on the Remote's button layout.

The Remote can also be used to control an on-screen *pointer* using infrared technology. Moving this pointer over an on-screen option and pressing the A button is referred to in the book as *clicking.* You may also have to hold down a button on the Remote and *drag* the pointer to another location on the screen at times. See Chapter 3 for more on using the Wii Remote as a pointer.

In general the Wii can run two types of programs, disc-based games, which are discussed in Part III, and *Channels,* which are discussed in Part II. Channels are simply applications that are stored on the Wii's internal memory and don't require a separate disc to run. See Chapter 5 for more on using the Wii Menu to access Channels and start disc-based games.

When I provide URLs (Web addresses) within a paragraph, they are in a monospace font and look like this: www.dummies.com.

What You Don't Have to Read

While the bulk of this book is reference material that relates directly to getting the most out of your Wii, some sections simply provide supplemental information that some readers might find interesting. This extra information is placed in sidebars that are broken out in separate shaded boxes.

Any section labeled with the Technical Stuff icon (see the "Icons Used in This Book" section, farther along) is meant for advanced users, and won't be necessary for the majority of Wii owners.

Foolish Assumptions

I've written this book with inexperienced Wii owners in mind — the new gamers who've never owned a video-

game system before, or the lapsed gamers who last played games on their Atari 2600 or home *Pong* units. Those with more gaming experience will find shortcuts, tips, and tricks they may not have discovered on their own.

I'm assuming you have a basic familiarity with your television and your specific home-entertainment setup. If you don't, you may want to consult the documentation for your home-entertainment equipment before you connect the Wii to your entertainment center (described in Chapter 2).

If you're planning to hook your Wii up to the Internet, I assume you currently have a broadband Internet connection hooked up in your home and understand the basic functionality of your high-speed modem and/or router. A complete tutorial on setting up a home Internet network is beyond the scope of this book — for help there, check out *Home Networking For Dummies,* 4th Edition, by Kathy Ivens (Wiley Publishing, Inc.).

How This Book Is Organized

I divided this book into parts, organized by topic. Each part deals with one important aspect of the Wii experience. If you're looking for information on a specific topic, check the headings in the table of contents, or skim the index.

By design, this book enables you to get as much (or as little) information as you need at any particular moment.

For example, if you just need guidance setting up the system, refer to Chapter 3; if you're just looking to use the Photo Channel, look up Chapter 8. By design, *Wii For Dummies* is a reference that you'll reach for again and again whenever some new question about the Wii comes up.

Part I: The Basics

After some brief background about the history of Nintendo and the new Wii system, Part I tells you what to do with your new Wii after you get it from the store into your house. This includes information on hooking up the system to your TV or home entertainment setup, taking control of the system with the included and optional controllers, and connecting the system to your high-speed Internet connection.

Part II: The Channels

Video game systems aren't just about games anymore, and the Wii is no exception. The Wii Menu lets you access other functions through built-in applications called Channels. These Channels open the Wii up to functions that used to be limited to a computer, such as a full-featured Web browser and digital photo viewer. You can also use Channels to create and share cartoon-like digital avatars called Miis and download new games and Channels directly from the Wii Shop Channel. You also discover the News, Weather, and other miscellaneous Channels.

Part III: The Games

Despite the added functionality of the Channels, the Wii is still a game system, and so it's meant to play video games. Part III details some basic information on how to pick games that are right for you and your family before diving in to a detailed description of two of the most popular games for the system: *Wii Sports,* which comes packaged with every Wii system, and *Wii Fit,* the revolutionary personal trainer in a box that uses your entire body as a controller. You can also find some recommendations of games to buy from your local gaming or electronics store.

Part IV: The Part of Tens

I've remained true to *For Dummies* style by including a Part of Tens. The chapters in this part can help you find ten games to download from the Wii Shop Channel, as well as ten optional Wii accessories that can help spice up your Wii experience.

Icons Used in This Book

To make your experience with the book easier, I use various icons in the margins of the book to indicate particular points of interest.

Whenever I give you a hint or a tip that makes an aspect of the Wii easier to use, I mark it with this little Tip thingamabob — it's my way of sharing what I've figured out the hard way — so you don't have to.

This icon is a friendly reminder or a marker for something that you want to make sure that you keep in mind. Usually this stuff is discussed elsewhere in the book, but who knows if you've read that part yet?

Ouch! This icon warns you about potential pitfalls or problems that you could run into, and gives advice on avoiding or fixing the issue. Be sure to read the whole paragraph before you even think of doing anything discussed next to this little guy.

The Wii is specifically designed not to require a lot of arcane, technical knowledge from its users, so this icon isn't used too often in this book. When it is used, it means this portion discusses some advanced stuff that most users won't need to worry themselves with. For the most part, if you don't understand anything next to one of these icons, just ignore it.

Where to Go from Here

Now you're ready to use this book. Look over the table of contents and find something that catches your attention, or a topic that you think can help you solve a problem.

Do you have any questions about this book? How about comments? Bitter invective? You can contact me online through my personal Web site, www.kyleorland.com.

Part I

The Basics

In this part . . .

Welcome to the wonderful world of Wii! This part of the book is for new Wii owners just getting to know their new systems. First, you get a little background about the history of Nintendo and the Wii's historic launch. Then it's time to get busy hooking the Wii up to your entertainment center — and figuring out how to use the Wii Remote and other controllers that work with the Wii. Finally, you discover how to hook the Wii up to your high-speed Internet connection to access a world of new features.

So wander this way, and wade waist-deep into the Wii waters (okay . . . I promise that’s the last time I’ll do that).

Chapter 1

How the Wii Came to Be

In This Chapter

Reliving the Wii's secretive development

Finding a system in stores

If you're like a lot of new Wii owners, you probably don't know much about your new purchase or the story behind it. Sure, you may have heard a snippet on the local news about how the system was almost impossible to find after its initial release in late 2006. You even may have read a newspaper story about how the system is catching on with all sorts of unlikely groups of new gamers.

These factoids are just a part of the story behind the Wii. This chapter covers the hundred-plus year history of Nintendo leading up to the launch of the Wii and beyond.

Nintendo's early years

Nintendo wasn't always the electronic-entertainment powerhouse it is today. The company was originally founded in 1889 as a producer of traditional handmade Japanese playing cards called *hanafuda.* The name "Nintendo" roughly translates to "Leave luck to heaven." Company founder Fusajiro Yamauchi had plenty of luck when the Yakuza (the Japanese mafia) took a liking to Nintendo's cards for their illegal gambling halls. This interest helped the company expand to American-style playing cards by 1907, and build a wide-ranging

distribution network of Japanese retailers by 1927. In 1947, Nintendo opened a three-story factory next door to the simple, one-room office that had once served as its headquarters.

By the 1950s, control of Nintendo had transferred to Hiroshi Yamauchi, Fusajiro's grandson. He expanded the company's card business by introducing plastic-coated cards in 1953 and, in 1959, signed on with Walt Disney Co. to sell cards printed with popular Disney characters. The new Disney-branded cards took the Japanese playing-card market out of the illegal gambling dens and expanded it to the family home. Nintendo sold a record 600,000 packs of cards of the year the Disney printings were introduced.

Despite this continued success, Yamauchi wasn't satisfied managing a playing-card company. In the 1960s, Nintendo experimented with marketing and selling a variety of different products, eventually expanding into the toy business. Plastic toys like the Ultra Hand (an extendable grabber), the Ultra Machine (an indoor ping-pong-ball-pitching machine), and the Ultra Scope (a toy periscope) were marketed heavily on TV, and sold through Nintendo's already established network of retailers.

Nintendo jumped to electronic toys in the early '70s with the Nintendo Beam Gun, a light-emitting rifle that activated small, light-sensitive cells which caused a set of plastic barrels to explode. Nintendo used this same essential technology to convert a series of abandoned bowling alleys into virtual skeet-shooting ranges. When these light-gun ranges fell out of style, Nintendo headed back to the home market, selling a licensed version of a Magnavox-made, *Pong*-style game in Japan in 1977. Nintendo had finally entered the video-game business.