

Piñata Central

a user's guide!



⚠ WARNING Before playing this game, read the Xbox 360® Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see www.xbox.com/support or call Xbox Customer Support.

Important Health Warning About Playing Video Games

Photosensitive seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

What is the PEGI System?

The PEGI age-rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE it is not a guide to gaming difficulty. Comprising two parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:-

3+

7+

12+

16+

18+

The second is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age-rating of the game reflects the intensity of this content. The icons are:-



VIOLENCE



BAD LANGUAGE



FEAR



SEXUAL CONTENT



DRUGS



DISCRIMINATION



GAMBLING



PEGI ONLINE

For further information visit <http://www.pegi.info> and pegionline.eu

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WELCOME TO PIÑATA ISLAND



Hello there! We at Piñata Central would like to offer you a wholehearted welcome to Piñata Island. We hope you feel, as so many do, that it's a place you'll be happy to call home.

Piñata Central itself is a great landmark visible from just about anywhere on the island, surrounded by lush gardens such as your own. It's here that your prize Piñatas will come when they're ready to be sent to parties around the world. It's here that your reputation will be forged.

So read up on what lies ahead, then get cracking on a garden to make your neighbours Lickatoad-green with envy. Hope to hear from you soon!

CALAMITY!

Professor Pester has done it this time—he thought he could steal the records from the piñata Central database but ended up erasing it instead! What do we do now? Who's going to help us fill in the blanks? I don't see how we can find anyone up to the job at such short notice...

- Langston

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GARDEN PERSONALITIES

Leafos

Good-hearted Leafos is here to help, so try to stay on her good side! Of course, she can be mischievous and has been known to tell the occasional white lie...

Storkos

Storkos remains dedicated to her natural calling. Once the romancing process is complete, your brand new Piñata egg will be delivered in her safe hands.



From left to right: Storkos, Dastardos, Seedos, Leafos, Jardiniero and Professor Pester

Seedos

Local enthusiast Seedos is more of a know-it-all than ever since he started getting new seeds before the island shops. But it's for that very reason that you might want to talk to him!

Dastardos

A fearsome figure from Piñata Island history, Dastardos will appear if a Piñata gets sick and is allowed to deteriorate. One touch from him and there's no chance of finding a cure!

Jardiniero

He was once the island's greatest gardener and all too aware of that fact. Nowadays, Jardiniero is used to being upstaged and settles for offering tips and upgrades to gifted students.

Professor Pester

Pester and his Ruffians are bad news. Not content with wiping the Piñata Central database, they're out to make life difficult for the island's gardeners... just because they can!

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QUICK START GUIDE

Viva Piñata®: Trouble in Paradise is an open-ended experience which allows you the freedom to plot your own path, so no two games will be alike. However, here's a quick guide to jumping into a new game and getting to grips with the essentials! For more details on starting and saving games, see page 6.

- 1 You begin in a randomly selected basic garden, which comes with a scattering of flowers and at least one penned Piñata to get you started. Here you'll meet Leafos, your first contact with the inhabitants of Piñata Island. To open the **Main Menu**, press **X**.
- 2 Your attention will be drawn to the **Player Guide**, a visual cue that will continue to appear on menu selections throughout the game. You don't have to follow the **Player Guide** if you have other plans, but if there's ever a time where you're not sure what to do next, keep an eye out for it.
- 3 Make use of the **Main Menu** (press **X**, then use **1** to highlight an option) to access important resources in the game. One of the most valuable is the **Journal**, which stores all manner of hints, logs and statistics relating to your garden and its inhabitants.



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QUICK START GUIDE

- 4 The Piñata Central challenges are accessed through the **Village** area of the **Main Menu**, including three initial tutorial challenges to get you into the flow of the game. Subjects covered include using tools and getting Piñatas to reside; acquiring new Piñatas from the Dessert Desert and Piñarctic areas; and successfully romancing your resident Piñatas. These introductory challenges can be skipped, but be warned that you won't get a chance to come back to them after the later challenges are unlocked!
- 5 Now you can go to town on your garden, experimenting with your various landscaping and Piñata-raising resources through the **Main Menu** and tool shortcuts. When your first Piñatas begin to appear on the fringes of the garden, highlight them and press **Y** to check their requirements so that you can begin the business of persuading them to visit and reside (see **Acquiring Piñatas** on page 14 for more details).
- 6 If you want to adjust your level of control over the game, you can do this now (or later) by pressing **START** and toggling **Control Style** between **Simple** and **Advanced**. See **Game Controls** on page 9 for more details. When you're finished, press **START** again to continue.
- 7 If, at any time, you need a recap of something you've been told, remember it's all logged in the **Journal** (press **X** to bring up the **Main Menu**, and select **Journal**). The **How To Board** at the edge of the garden is also a vital resource for those with rusty memories or tutorial-skipping trigger fingers...



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STARTING AND SAVING

Make sure you have created a **Profile** on your Xbox 360® console before playing *Viva Piñata: Trouble in Paradise*. You can do this from the **Xbox Dashboard**, or by loading the game and pressing the Xbox Guide button.

*Victory
will be mine*



To begin a game, press **START** at the **START** screen. When you begin, select a save device and **Profile** to use (game progress and Achievements from this session will be recorded only on this **Profile**), and then decide whether to begin a brand new garden or continue work on one that you've saved previously.

From here, you can choose to enter a garden in **Single Player**, **Multiplayer** or **Just for Fun** modes, check your **Player Status** or view the **Online Safeguards**.

For every new garden, you need to choose a name and a storage device on which to save it. Save files can't be copied once created, so choose carefully. Also, bear in mind that if you start playing without specifying a new or existing Save file, you won't be able to save your game at all!

If you have more than one garden saved under the same **Profile**, all your gardens will share the same pool of cash and experience.

When the game is underway, the in-game autosave system records your progress on a regular basis (and again after key events, such as trading). You can also save manually at any time by pressing **START** and choosing to **Save and Continue** or **Save and Quit**.

GAME SCREEN

Clock and Experience Gauge

Interaction

Money Counter



Piñata

Alerts System

Candiosity

Level Badge

GAME CONTROLS

Xbox Guide Button: Preferences established in the **Xbox Guide** might override individual game settings. If changes made to your in-game options do not take effect, check that there are no conflicts with your **Xbox Guide** settings.



D-Pad Shortcuts

- | | |
|-----------------------------------|--|
| ← 1 time = Watering Can | ○ 1 time = Standard Grass Packet |
| ← 2 times = Seed Bag | ○ 2 times = Long Grass Packet |
| ← 3 times = Fertiliser Bag | ○ 3 times = Desert Surface Packet |
| ↑ 1 time = Shovel | ○ 4 times = Snow Surface Packet |
| ↑ 2 times = Trick Stick | |

GAME CONTROLS

Simple Controls

A simplified control scheme is available for younger or less experienced players (and, depending on your **Profile** settings, may be chosen automatically). This style confines control to the Left Stick (**L**) and the four coloured face buttons. Moving **L** Left or Right rotates the camera around the cursor, while **L** Up or Down allows forward or backward movement. **A**, **B**, **X** and **Y** retain the same functions. Press **START** to toggle your control setup.

TOOLS AND RESOURCES



Menus

Most of the services and information sources you'll need can be reached through the **Main Menu**, accessed by pressing **X** and pushing **L** towards an option. Tools, the **Journal** and village shops are just a few of the things you can easily access this way.

The separate **START** menu allows you to toggle your control style between **Simple** and **Advanced**, invert the X or Y axis and save your game. Pressing **Y** when highlighting a Piñata calls up an **Information** menu specific to that Piñata.

Journal

The **Journal** given to you by Leafos is updated constantly with new details as you make progress and discoveries. **Alerts**, Leafos' comments and a log of garden events are also stored within its pages. Read the **Journal** at any time by selecting it from the **Main Menu** (press **X**).



Alerts

Leafos and others will use these to get your attention. When **Alerts** appear in the lower-right corner, press **○** to highlight one, then press **A** to read it. You'll miss out on a lot if you ignore them! Press **○** to return to the garden from the **Alert** bar when you're finished.

TOOLS AND RESOURCES

Garden Tools

Born gardeners only need a few tools (but upgradable ones help). Press **X** to access the **Main Menu** and select a tool. Tap or hold down **A** to use it, and press **B** to put it away.



Shovel

The gardener's multifunctional friend, now upgraded to let you toggle the size of the digging area by pressing and holding **X**. You can create shapes to be dug instantly by pressing **Y** to set corner posts. When the shape is complete and the trailing tape joins up, press **Y** to excavate. Size is, of course, limited—the gauge fills to indicate the total length of the tape.

Watering Can

Straightforward enough, but remember that not only will your plants dry out if left unattended, you can also overwater them if you don't watch the meter while pouring.



Grass Packets

A special, neverending supply of instant grass seed (short or long), crucial to a green and healthy garden! Press **A** once to start sowing, and press **A** again to stop.

Surface Packets

Similar in use to the Grass Packets, these allow you to change the terrain of your garden by covering it with either sand or snow. How do they work? Real Piñata Island magic! Incredibly advanced science! We're not actually sure.



TOOLS AND RESOURCES



Seeds

The success and attractiveness of your garden depends on the range of seeds you sow. Be sure to actually plant your seeds (by pressing **A**) rather than just dropping them (by pressing **B**)! Dropped seeds may not grow, but can be picked up again and properly planted. Got a lot of sowing to do? Open the **Seed Bag** from the **Main Menu**, which lets you buy any of the available seeds without having to revisit the shops each time.

Fertiliser

Careful use of fertiliser will give you access to a whole new level of plant growth. Use the right fertiliser up to three times on the right plant, and watch the results! Fertilising trees is slightly trickier, as the fertiliser must be applied at the right time. A **Fertiliser Bag** is available using the D-pad (press **⬅** three times), from the **Main Menu** (when highlighting a plant) or in Costolot's Store.



Signs and Boards

Dotted around the garden are boards and signposts that provide access to useful features, such as the **Label Designer**, and important information.

Every garden now comes with a **How To Board**, offering easy walkthroughs of various operations. The **Bouncer Board** lets you shut out any Piñata species that

you've taken to Master Romancer level, much as the **Tower of Sour** allows you to ban any species of sour Piñata that you've tamed. You can even follow a **Signpost** to the **Dessert Desert** or **Piñarctic** areas of Piñata Island. It's wild country out there—what will you find?

TOOLS AND RESOURCES



Tricks & Variants

While most Piñatas can be coaxed in straight from the wild, some exotic species and colourful variants can only be earned through trial and error. A little experimentation (with a Piñata's diet, for instance) may reward you with changes in appearance, or entirely new species. If you hear a rumour or have an idea of your own, see where it leads you!

Experimentation can also lead to a Piñata performing a trick. Each species can learn up to two tricks (one at a time) when you wave your **Trick Stick** tool in mid-trick. Then just use the **Trick Stick** again on the Piñata at any time to see it perform! Piñatas that know a trick or two are always valued more highly.

Time

The in-game clock makes life easier in that it helps you keep track of the times when certain chores need doing, when your **Helpers** (if any) start and finish for the day, and when different types of Piñata are active or docile.



Levelling Up

Around the clock is the all-important experience gauge, with petals that turn blue as you work on your garden and attract new Piñatas. Fill the gauge to raise your player level, which in turn could trigger tool upgrades, bonus garden space or brand new Piñata appearances!

ACQUIRING PIÑATAS

The best gardens have the best Piñatas, and naturally this is the reason that you're here striving to create a paradise of your own. Piñatas have to be attracted to a garden, and each species has separate requirements for appearing, then visiting and finally residing on your territory. Some look for a certain area of grass or water, some are drawn to other species, and most are looking out for a suitable food supply.

Of course, you don't have to rely on guesswork for all this. Highlight a Piñata, press **Y** to display the **Information** menu, and then check its requirements on the **Condition Status** tab. Follow these requirements and eventually a monochrome visiting Piñata will bloom into full resident colour. As a finishing touch, you can name the newcomer in the **Information** menu by clicking the **Basic Info** tab and choosing **Rename**. One more happy resident!

Piñata Finder

The fastest and easiest way to locate a Piñata living in your garden is by using the state-of-the-art **Piñata Finder**. Press **LB** or **RB** to bring up the **Piñata Finder**, then simply scroll through the list to find and jump to the one you need.

The ever-flexible **Piñata Finder** can also be tweaked to apply to plants, houses, garden features and more. Just highlight something in your garden before bringing up the **Piñata Finder** to see a specialised list.



CANDIOSITY



Each Piñata resident in your garden has its own candiosity gauge. Only when it's full will a Piñata be ready for a trip to Piñata Central, where it'll be matched up to a party in need.

There are many ways to increase a Piñata's candiosity: offering it sweets or food (each species has its own likes and dislikes), giving it a comfortable home, adding accessories and winning contests are just a few things to try. But Piñatas can also lose candiosity and get depressed if you don't look after them properly...

When one of your residents is fully candied up and ready to go, highlight the special Piñata Central crate at the edge of the garden, select **Pack**, choose the Piñata, and it'll come winging its way over to us to fulfil its destiny. Don't worry, we'll send it back soon, and the experience will make it more valuable than ever!

Sweets

Standard **Piñata Sweets**, **Happy Sweets** and more powerful **Joyous Sweets** all increase a Piñata's candiosity when eaten (**Piñata Sweets** also increase value). Each Piñata contains **Life Sweets**, spilled if the Piñata is broken open from damage or illness and respawned as a non-resident outside the garden.

Toxic **Bad Sweets** are left behind by sour Piñatas and Ruffians. Smash them before any of your residents are tempted! **Romance Sweets** can be used as a one-off substitute for romance requirements if a Piñata has already fulfilled the requirements at least once.

That's not all, but we'll leave you to discover the remaining sweet types (and their uses)!



Happy Sweets



Joyous Sweets



Life Sweets



Bad Sweets



Romance Sweets

PIÑATA VISION

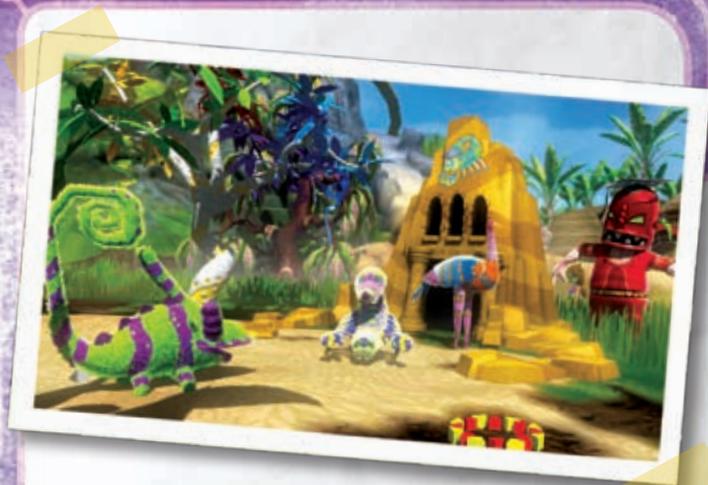


Piñata Vision cards, such as the functional one above, represent an entirely new way of interacting with *Viva Piñata: Trouble in Paradise* and adding new features to your own personal garden. If you have an Xbox LIVE[™] Vision camera connected to your Xbox 360 console, all you need to do is show the card to the camera while in the garden.

- Hold the card by the edges so the whole thing is visible within the on-screen pop-up window, and ensure the border remains unbroken (by fingers, for example).
- Once the camera has successfully recognised the card, its encoded content will transfer instantly to your game.

You could find yourself with a rare Piñata, a supply boost, a change of weather or terrain, a new look for an existing item or something entirely different...

PHOTO MODE



Seen an amazing sight or accomplished something that you want to keep on record or flaunt to friends online? The in-game **Photo Mode** makes it as easy as pie (and everyone loves pie). While playing the game, press **X** to open the **Main Menu**, select **Camera**, train the lens on your chosen subject, and snap away.

Any photos taken are saved to your **Journal**, and from there can be uploaded to the dedicated *Viva Piñata: Trouble in Paradise* online server (www.vivapinata.com) for others to see and admire. The subject of each photo is recognised and logged automatically, so that people searching for pictures with specific elements will be able to find them with a minimum of trouble.

Photo Mode can even be used in conjunction with Piñata Vision to trade Piñatas. When you take a photo, you'll be given the option to transform it into a custom Piñata Vision card to send to a friend. The subject Piñata will disappear immediately from your garden, and when the lucky recipient shows the card to their Xbox LIVE Vision camera, the Piñata will magically reappear!

HOUSING AND ROMANCE

Piñata Housing

If you're working your way up to the Piñata romancing stage, or just want to keep your residents feeling safe and happy, you can hire a local artisan (a builder to you and me) to put up a Piñata house for one or more species.

Once you've commissioned a house, choose a site in the garden and press **A** to confirm. If the cursor turns red, the site is either too small or obstructed, so try rotating it to fit (hold down **X** and move **L**) or finding a new place. Then wait for the building work to finish, reveal the house and usher your Piñatas through the front door!

Piñata Romance



When you have a Piñata house and at least two same-species residents, you're ready to start romancing and ultimately having your own Piñatas born within the garden rather than attracted in from outside.

Highlight the likely Piñata pair by selecting one with **A** and leading it to the other (again, by selecting it with **A**). If they don't show any interest, press **Y** on the Piñatas to check that their romance requirements have been met.

A heart above your Piñatas indicates success, and only the romance minigame stands between you and a brand new offspring. Then it's time for the romance dance, an egg delivery from Storkos, a brief cocoon stage and finally a Piñata born and raised in your very own garden!

A blue heart over a resident's head signals imminent romance, just as soon as you make room in the garden to accommodate one more Piñata...



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HOUSING AND ROMANCE

Romance Minigames

To make romancing a success, each species has its own maze minigame to tackle. Completing the maze means not only guiding your Piñata toward its partner on the other side, but also picking up hearts along the way.

When the hearts on the gauge at the bottom of the screen begin to turn blue, you've collected enough. Any more that you pick up will give you a bonus and boost your performance rating.

Hit the Loather boundaries enough times and you'll use up all your chances and fail the game, leaving both Piñatas broken-hearted and unable to even consider the idea of romance again for a while. Be extra-careful of the blue Loathers, as they'll latch on and follow you around if you get too close!

During the game, you can press **Y** to switch between a top-down and third-person viewpoint. Each has its own advantages, so don't hesitate to skip between them as often as you like!

Complete the maze, and your performance will be rated based on factors such as time taken and hearts collected. Each Piñata's maze becomes trickier to finish as you draw closer to Master Romancer status, but it's worth doing your best as a great performance can be worth more than just Leaderboard boasting—it can actually affect what's inside the Piñata egg...



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LOCAL SERVICES

Village Shops

The local shopping establishments accept the standard island currency, the chocolate coin. Use the coins that you earn, win and scrape together as you work to pay for any of the items and services on offer, which in turn will lead you to a better garden, more valuable Piñata residents, wider fame and greater riches.

These are some of the shops you'll visit most during your time here...

Costolot's Store

A fine place to pick up seeds and miscellaneous goods. Lottie here also likes to do some buying of her own, so feel free to offer her your unwanted items.



Paper Pets

Miss Petula offers a range of Piñatas and accessories. Some accessories have happy bonus effects, though there is a limit on the number each resident can wear.

Post Office

Sending and receiving goodies in crates is a key part of playing with friends over Xbox LIVE. (For more information on Xbox LIVE, see page 28.) Fanny Franker at your friendly neighbourhood Post Office will be only too happy to help!



LOCAL SERVICES

Willy Builder

Gruff craftsman Willy has a proven record in constructing Piñata homes. There's no better choice to ensure the privacy and comfort of your residents.



Bart's Exchange

Bart the Tinker is still around and still focused on the art of turning one thing into another tenuously related thing. Not only has his range expanded, but Tinkered items now feature in some Piñata requirements.

Helpers

If your basic garden chores are getting in the way of your landscaping genius, keep an eye out for Helpers at Arfur's Inn.

Sprinklings and **Weedlings** will do their best to take care of your watering and weed removal duties respectively. **Gatherlings** sell any fallen produce lying around your garden on your behalf. **Watchlings** specialise in driving away sours, while **Diggerlings** mine down into the ground in search of hidden treasure.

Helpers of all these types are available to hire at one time or another. The choice is yours, but remember you have to keep them paid and happy in return for their services!



From left to right: Gatherling, Watchling, Diggerling, Weedling and Sprinkling

TROUBLE IN THE GARDEN

Sour Piñatas

What's that red and black monstrosity churning up your painstakingly designed flower bed? Chances are it's a sour Piñata. These wild, unreasoning beasts begin to appear when certain conditions are met, but with none of the joy of discovery brought on by most new Piñata appearances.

Each sour type has a different destructive speciality and should be quickly taken out of play in one way or another. Feeding sweets to a sour might pacify it for a while and put its unsociable behaviour on hold, but there's only one permanent solution to the problem—learn how to tame the intruder, and earn yourself a brand new Piñata resident in the process.

Pester and the Ruffians

Anyone who's paid a visit to Piñata Island knows of Professor Pester and his 'merry' band of hooligans. Pester wants all the Piñata candy for himself, and after his most recent failure to snatch the Piñata Central records, he's out to throw a spanner in the works by obstructing island visitors and residents in any way he can.

His Ruffians are also out in force, looking to trounce any valuable garden. The red-masked louts can't be reasoned with or tamed like sours, but they can be bribed...

Pester himself is not easy to turn aside (although a pile of coins may help). As always, he'll make a beeline for your most valuable Piñatas, and you can say goodbye if you don't find a way of blocking or booting this marauding menace from your garden.



TROUBLE IN THE GARDEN

Fights

Most Piñatas are not by nature violent creatures. However, they do have instincts and tendencies just like any other animal, and you'll quickly pick up on the long-standing species rivalries that lead to clashes in the garden.

Fights almost always end with one Piñata lying injured and in need of healing before Dastardos shows up, so it's worth nipping them in the bud wherever possible (or, even better, arranging your garden to keep the troublemakers separate).

If you spot a fight **Alert** or the distinctive sight of missiles being thrown, you can step in and try to break it up between rounds by making use of the shovel or watering can. It may not work as intended, but what else can you do?

Sickness

Upon occasion, one of your Piñatas will fall under the weather (or be injured in a mishap) and require medical attention. For this kind of work, Doc Patchingo is your best bet. Be sure to summon him to the scene before Dastardos catches sight of the ailing Piñata...

Weeds

The bane of the devoted gardener, weeds are usually about as welcome as a sour Mallowolf staking out your Cluckles house. Thistles, ivy, hemlock—all are potentially damaging to your other plants and Piñatas alike.

True, there are some possible uses for weeds in Piñata requirements and in the Tinkering field, but unless you know exactly what you're doing, it's not worth letting the weeds overrun your garden just in case you happen to need them...



ARCTIC AND DESERT



The party business is booming, and Piñata Central needs to expand and keep up with the times. That means new Piñatas!

No longer do you have to wait for Piñatas to decide of their own accord that they want to live in your garden. Now you have the option of going out into the wide world and retrieving them for yourself.

New areas of Piñata Island, the Dessert Desert and the Piñarctic, have been thrown open to explorers for the first time. Both areas are chock-full of new species to catch and bring back to their new home in your own little corner of the world. Interested? Just take your pick of sand or snow, follow the appropriate **Signpost** from your garden (the right direction should be fairly obvious), and you'll be there in no time...



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ARCTIC AND DESERT

Trapping Piñatas

Things don't quite work the same way when you're not in your own territory. In the Piñarctic and Dessert Desert, Piñatas wander around in a familiar fashion, but acquiring them is an altogether different matter.



These wildernesses are not yours to cultivate. All you can do here is set traps and bait. Both can be bought from Langston, who runs the only shop for miles around. Once you've chosen a trap (some are stronger and more expensive than others), set it down in the main area and lay some bait on the trap. Then you can wait and 'manage' the situation by scaring off unwanted Piñatas, head back to your own garden and wait for an **Alert** that tells you the trap has been triggered, or manually spring your trap in the hopes of perfecting the timing. To activate the manual trigger, highlight a trap and press **B** to **Trigger Trap**. After a trap has been sprung, you can highlight the sprung trap and select **A** from the controller to **Post Trap Now**.

Either way, the crate (with or without a Piñata inside, depending on luck, trap strength and Piñata determination) will be delivered to the Post Office for you to unpack into your garden. If your expedition is a success, don't forget to check the requirements of your new recruit and make sure its surroundings are comfortable!

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CHALLENGES AND CONTESTS

Piñata Central Challenges

Selecting **Langston** from the **Main Menu** will take you inside the factory mainframe, where you can view the list of parties around the globe in need of a specific Piñata (after the tutorial challenges are completed or skipped).

The global map is divided by regions, three of which are available at any time, each containing challenges that have to be completed before a brand new region is revealed. All challenges involve supplying Piñatas meeting specific requirements, and the experience gained by your Piñatas makes them more valuable on their return. Such is the great circle of Piñata Island life!

Finishing a region might also grant you a bonus of some kind, such as a themed accessory to remind you of your achievements in that region.

You can, of course, choose to take part in these challenges only when you want to, or not at all. Everything you need to create and populate your garden on your own terms is still there even if you never venture into Piñata Central, allowing you to play at your own speed and set your own goals. For example, you can focus your game on comparing the value of your garden or most precious Piñatas with friends, advancing through the list of Player Titles, or becoming a Master Romancer of every species.

**BUT COME ON -
HAVE A HEART**

We're missing some crucial records at Piñata Central thanks to Pester. And I mean, why would you ignore our challenges when the real heroic thing to do is to help us out... right?

- Langston

CHALLENGES AND CONTESTS

Competitions

It's easy to get too caught up in your own business on Piñata Island, so try to socialise with your fellow gardeners once in a while. A good way to do this is by taking part in friendly competitions such as races and beauty contests.

Just highlight one of your resident Piñatas, press **X**, and select **Compete**. You can either face off over Xbox LIVE against other real-life gardeners or locally against other entrants put forward by Piñata Central.

Beauty contests proceed automatically and are won or lost depending on the appearance of your Piñata and the whims of the judging panel. Races require a little more input as you take control of your own Piñata on the racetrack, trying to get in front of the pack by steering your critter onto its preferred type of terrain, catching the slipstream of other racers or making use of the power-up crates. Winning a competition increases Piñata value and happiness, so get into the spirit and give it your best!

Couch Social

If you're tired of all the challenges and contests, try indulging in a little collaboration. The **Couch Social** function allows a second player to drop into a garden and lend a hand at any time, even in mid-game.

This player gets his or her own cursor and access to the best tools from the start. When he or she does something helpful, a special 'magic' gauge begins to fill which grants a powerful one-off use when full—it can heal a sick Piñata, tinker an item or fill a candiosity meter, amongst other things. Once used, the gauge empties, ready to be filled again. It's a powerful incentive for co-operation!

Xbox LIVE is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, set up a **Friends** list with other players, see when they're online, receive invitations to play games and even download new content to enhance your gameplay experience.

Connecting

Before you can use Xbox LIVE, you need to connect your Xbox 360 console to a high-speed or broadband Internet connection and sign up for the Xbox LIVE service. To determine if Xbox LIVE is available in your region and for information about connecting to Xbox LIVE, see www.xbox.com/connect.

Trading

By using the Post Office, you can trade seeds, plants, accessories and even Piñatas with your friends over Xbox LIVE. The trading facility becomes available (along with the Post Office itself) at a certain player level.

Just follow the on-screen instructions to send or receive crates, but remember that you can only have one crate in your garden at any time. The Post Office also has limited storage space, so be sure to unpack any crates that you receive shortly after they arrive.



Sharing Gardens Online

Start a **Multiplayer** garden from the **Main Menu**, and up to four players can take part in raising a garden simultaneously and co-operatively over Xbox LIVE.

Each player has a cursor and set of tools, with the experience level of the highest player determining which Piñatas come to visit, which game features are available and so on.

The player who sets up the garden is allowed to set permissions for each of the other visitors, so if you receive a visitor that you're not entirely sure about, you can limit them to an **Only Looking** visit where they can take in the sights without having any kind of interaction.

The entire game can be played like this from scratch, or you can begin a garden on your own and have people drop in as you progress. Naturally, you can also search for and visit other players' gardens online. It's a great way to have new experiences, keep up with friends, pick up tips from accomplished gardeners or lend a hand to those not yet so far along!

Languages That Aren't Supported in the Xbox Dashboard

If your game is available in a language that isn't supported in the **Xbox Dashboard**, you must select a corresponding locale (region) in **Console Settings** to enable that language in the game. For more information, go to www.xbox.com.

Piñata King
of the World!



Just for Fun Mode

Just for Fun mode allows you to create a garden separate from the main game where the aim, as you might have guessed, is just to have fun with no pressure to achieve any particular goal.

Enter this mode from the **Main Menu** and the differences will soon become clear. You get a more complete starting garden: all tools, shops and items available from the outset; infinite cash; simplified Piñata requirements (plus overhead requirement icons); no sours, Ruffians or weeds; a **Bouncer Board** that becomes active as soon as a Piñata has resided; and much more to make your life easier.

Just for Fun mode can be used for experimentation, relaxation or to ease younger or less experienced players into the flow of the game. Naturally, it's not possible to see the entire game here—tutorial challenges are still available, but all other challenges and all Achievements have been deactivated, and a select few higher-level Piñatas have been reserved for discovery in the main game only.

It is possible to 'import' any Piñata into your **Just for Fun** garden through the Post Office, as long as you bear in mind that nothing can be sent back the other way!

Tips

- Talk to Seedos often (or find another way to get seeds from him). He has new seeds sooner than they appear in the Shop. New seeds grow into new plants, and new plants attract new Piñatas!
- Selling Piñatas and exotic plants is a great way to make more money and free up space in your garden.
- Sour Piñatas will keep coming back unless you find a way to keep them out or turn them into friendly residents...



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