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Description.

Game File : Links Crossbow Training (USA) Wii ISO Game Size : 192.6MB Game Console : Nintendo Wii Game Region : USA Game Genre : Action, Shooter Game Release Date :

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I just built a new HTPC with the following specs: I5-3570k, 8GB, 6850 1GB.

I threw Mario Galaxy 2 up with 3x rendering, 1080p output, 4x AA and 16x AF. I was getting almost a constant 60fps with some slowdowns into the 40's. I then turned AA off inside of Dolphin, set it to 2x in Catalyst Control Center and am now getting 60fps all the time. Watching task manager my 4 cores look to never get above 40%. I was shocked because I thought this game really hammered the CPU.

I then tried playing Link Crossbow. WHAT A DISASTER! Major lag when firing the crossbow and after a while I'm getting extremely delayed sound from the Wiimote to the point where if I stop firing the Wiimote will be making sounds for 5-10 seconds. It's bad. Seeing how well Mario Galaxy 2 runs on this system leaves me a little dumbfounded that Link is playing so bad. Could this be a Bluetooth issue? The USB Bluetooth device I'm using was purchased off Amazon about 3 years ago and I paid like \$3 for it. It's a version 1 Bluetooth, which I read to buy. Here it is:

I also tried Wii Sports and that plays fine as well. Just really want to get Link Crossbow working so any help is greatly appreciated!

Link's Crossbow Training cheats & more for Wii (Wii)

Get the latest Link's Crossbow Training cheats, codes, unlockables, hints, Easter eggs, glitches, tips, tricks, hacks, downloads, hints, guides, FAQs, walkthroughs, and more for Wii (Wii). CheatCodes.com has all you need to win every game you play!

Use the above links or scroll down see all to the Wii cheats we have available for Link's Crossbow Training.

Genre: Shooter, Shooter with Weapon Peripheral Developer: Nintendo Publisher: Nintendo ESRB Rating: Teen.

Hints.

Ignore The Zapper.

This is a pretty obvious hint, but one worth stating nonetheless. While this game comes with the zapper peripheral, the game is much easier and more manageable by using the Wiimote and nunchuck as they are, without the peripheral. This is especially good to know if you're going for the extremely difficult Platinum Medals on each stage.

Accuracy.

Accuracy is the key. Don't shoot wildly.

Bomb Arrows.

If you keep "B" held in after a shot it will charge up and become a bomb arrow. The bomb arrow will blow up all surrounding pots and stuff.

Orange Crystals.

As you've already mentioned in another hint, there are extra points that can be acquired by breaking pots, barrels, skulls and the like. However, pay close attention as you break these objects, as sometimes Orange Crystals lurk within. These will reward you with extra points, in the range of 200-800 points per crystal. Correction by Colin Moriarty: If you shoot a jar or other object and a gold coin comes out, shoot the gold coin immediately. They're worth 1,000 points if shot immediately, and as the coin floats down, it becomes worth less and less, until it's worth next-to-nothing.

Tri-Force.

Make sure to never miss a target while you're playing through a level. Not only will this build your own point total higher, but if you reach the end of the stage without missing, a 5,000 point Tri-Force will be presented to you.

Platinum Medals.

Platinum Medals seem nearly unobtainable in many stages throughout the game. The prime way to build up your points to "platinum levels" is to simply rack up large streaks of hits without missing. Otherwise, you will have considerable difficulty in getting Platinum Medals everywhere.

Secret Alternative Third Areas.

While playing a "Target Shooting" level, keep on the lookout for scarecrows. Once one is found, shoot the torso of the scarecrow 8 times. The head will inflate, allowing you to shoot it for 1000 points. Do this with the two scarecrows in the level (the second one will only appear if the first has already been shot), and instead of taking you to the default third area, the game will bring you to an alternative area, with more gold targets.

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We select, distribute, process and forge maximum quality titanium with expertise and passion.

The Company.

In 2017 Titalia celebrates in great shape twenty years of life. Founded in 1997 by Marco Riboldi, an internationally renowned expert in the production and processing of titanium and Manuel Riboldi, an experienced salesman, Titalia immediately became a real reference point for the employment of this material, making the way for titanium utilization increase both in Italy and all over the world.

Nowadays Titalia is a reliable partner: big multinationals and firms belonging to every field rely on Titalia when they have to employ this material, often in adverse environmental conditions.

The excellence obtained in 20 years of uninterrupted improvements, achieved without distracting from its goal, conjoins with the flexibility of a structure able to realize several craftings in total autonomy, selecting and employing superior quality CP Titanium (Commercially Pure), called "Titanio Titalia".

Choosing to work with Titalia means working with a partner able to guarantee a maximum level expertise; moreover, the LLOYDS and Norsok M-650 Rev.4 certifications are unquestioned proofs of absolute reliability.

Headquarters.

In the heart of Lombardy, Titalia is located nearby the main ground and air transport links, a big advantage for the extremely quick delivery times. Local deliveries are carried out with Titalia's own fleet, while for national and international deliveries the company uses selected carriers.

Via Don Luigi Talamoni, 83 20861 Brugherio (MB) [Link to the map.](#)

The Staff

Expertise, proficiency and passion: 20 years of extreme concentration on titanium processing mean discovering every criticality and potential of the material, in a constant process of optimization which allows to offer to the market products and services at maximum levels, also thanks to the continuous comparison with universities in a so called "open innovation" process.

Chief Executive Officer.

Always committed to the steel sector, at the beginning of 90's Mr. Riboldi deepens his knowledge of titanium, gaining a more and more specific experience, from which arose the decision of investing his own professional carrier in the processing of the material still known as "the iron of the future".

Job Opportunities.

Are you already experienced in Titanium processing or other titanium related activities? Send us your resume to let us know more about yourself and your skills.

At current there are no specific job openings, you may send your resume using the online form

Certifications.

Global quality of Titalia processes is certified by LLOYD'S REGISTER according to ISO 9001:2015 and chapt. 1 par. 4.3 of PED (pressure equipment directive) 2014/68/EU for titanium supply for all pressure equipment.

It's a very important certification for Titalia: the supply of maximum quality craftings and materials is a clear company mission which allowed Titalia to appear in the closed list of NORSOK M-650 qualified suppliers, an essential prerequisite for the supply of companies operating in the North Sea in need of reliability without compromise.

HSE: Health & Safety Executive.

Titalia SPA considers workplace health, safety and welfare and environmental protection to be of a fundamental importance, as a primary core value.

Titalia recognizes that health and safety in the workplace is a right and both employees and visitors are responsible for safety.

It is possible to prevent any kind of accident and, for this reason, every individual working for Titalia collaborates within the spirit of our vision and policy and the management of Titalia will provide competent advice, support and training to all the employees in order to keep them informed and well trained and to prevent all injuries at the workplace.

We work to protect the environment and to reduce pollution and we dispose of the waste in a responsible way and according to the laws, investing when possible in renewable energy sources.

Titalia SPA recognizes its responsibility and will strive to inform and train all the employees in order to provide and maintain procedures for a safe and healthy workplace and to avoid damages to the environment.

Titalia SPA will make sure that each employee is aware of the company policy; a copy of this paper is published on our website.

Code of Ethics.

In February 2013 Titalia put into writing the ethical values that have always been at the base of its actions: compliance with the laws, transparency, management fair play, confidence, cooperation and the centrality of the individual are among the most important concepts which led to a deep consideration and specific choices, set down in the first version of the Titalia's code of ethics, a document that everyone can consult (it is currently available in Italian).

Working in accordance with our code of ethics enriches Titalia's daily commitment and allows us to lay stronger foundation for the future of our business reality which is constantly under construction. We want our code of ethics to be integral part of a society which aims to be more and more civilized.

With this in mind Titalia shares and promotes the 10 principles of the United Nations Global compact.

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Some of you might not have heard about this game before unless you paid close attention to Nintendo's announcements at this year's E3. For months I've been anticipating this title and its cool new controller, the Wii Zapper. This is one of those special cases where you buy an accessory and get a game with it, much in the style of Wii-Play, where you are basically buying a Wii-mote along with a \$10 game. Even the Wii hardware itself comes packed with Wii-Sports, which is not a fully developed game and is considered more of a test. You can't expect a whole lot from these titles, but at the moment of truth, they've proved to be the most popular and fun to play, especially when it comes to social entertainment.

Link's Crossbow Training is a simple shooting game, full of shooting galleries that borrow the environments and characters from the latest Legend of Zelda console game, Twilight Princess. You'll be aiming and shooting at targets, bulblins, kargaroks, keeses, chilfos, skeletons, and more to earn points; you can even up your score by shooting at rupees that come out of some broken ceramic pots. When you shoot more than one target in a row, you'll obtain a multiplier that will increase your score as you continue to hit targets; when you fail a shoot, the multiplier will reset to zero. The game has eight main levels with three stages each, plus the final level. Each of those three stages has the same goal throughout the different levels. In the first one you'll simply shoot at targets that show up, in the second one you'll shoot at moving enemies that come towards you (which you can track on the radar), and in the third one you'll move Link and look around for enemies to shoot at, as if it were a first person shooter. The difficulty level increases gradually as you advance through the levels, but it never gets truly difficult or impossible, which is nice. In some stages the targets will show up randomly; in others, the weird-looking Ooccas will fly through the skies while holding targets with their claws or the Gorons will put targets in front of their belly, etc.

There are three game modes: Score Attack, Multiplayer, and Practice. In Score Attack you should try to get as many points as possible in each stage. At the end of the level, the points will be added. If you did well enough, you'll obtain a medal. Bronze medals are easy to get, as the requirement is a mere 20,000 points. However, silver requires 40,000 points and you'll need 60,000 to reach the gold. To make it more challenging, one could even get a platinum medal by obtaining 80,000 points or more! I have to admit I only got one of those, but it felt really good when I did. The game saves the high scores and puts your Mii face next to them so you can feel proud and happy. There's no online competition, but it would have been nice!

The game controls very well, with or without the Wii Zapper. However, using the new accessory really adds to the experience. I recommend using it, especially if you want to maximize your Wii's potential. Link's Crossbow Training will make you sharpen your shooting abilities and accuracy so you can be that much better at other shooters like the new Resident Evil: Umbrella Chronicles, Medal of Honor: Heroes 2, or the upcoming Ghost Squad. The Wii Zapper is a hard plastic shell that holds the Wii-mote and the Nunchuk in place in the shape of a shotgun. It doesn't look like a real gun but instead like a cool piece of hardware that belongs to the Wii family with its soft white finish. Both controllers are firmly attached to the casing, and a button and two plastic covers will allow you to easily release the controllers once you're done playing. Controller skins and wrist straps are not compatible with the Zapper, so you'll have to remove those before installing the controllers on your Wii Zapper. If you don't mind the investment, it might be a good idea to have a Nunchuk and Wii-mote permanently built into your Wii-Zapper so you don't have to deal with the installation every time you want to play. Overall, the Zapper is a fine plastic piece that makes shooting games more realistic and entertaining. It's not for everyone, but at the low price of \$24.99 and including a game, you can't really go wrong.