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PLEASE CAREFULLY READ THE Wii™ OPERATIONS MANUAL COMPLETELY BEFORE USING YOUR Wii HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS MANUAL CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition, should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:
 - Convulsions Eye or muscle twitching Altered vision
 - Loss of awareness Involuntary movements Disorientation
- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendonitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness in some players. If you or your child feels dizzy or nauseous when playing video games, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

IMPORTANT LEGAL INFORMATION This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

REV-E



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⚠ CAUTION: WRIST STRAP USE

Please use the wrist strap to help prevent injury to other people or damage to surrounding objects or the Wii Remote in case you accidentally let go of the Wii Remote during game play.

Also remember the following:

- *Make sure all players put on the wrist strap properly when it is their turn.*
- *Do not let go of the Wii Remote during game play.*
- *Dry your hands if they become moist.*
- *Allow adequate room around you during game play and make sure that all areas you might move into are clear of other people and objects.*
- *Stay at least three feet from the television.*
- *Use the Wii Remote Jacket.*

SYSTEM MENU UPDATE

Please note that when first loading the Game Disc into the Wii console, the Wii will check if you have the latest system menu, and if necessary a Wii system update screen will appear. Press OK to proceed.



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GETTING STARTED

To start a game, please put the Jeep® Thrills Game Disc in the Disc Slot and the power will turn on. Follow the instructions displayed on the screen.

When the Title Screen appears, press the 2 Button.

A screen is displayed showing how to hold the Wii Remote™ or Wii Wheel™ to play Jeep® Thrills. Press the 2 Button to go on to the Profile Select Screen.

INTRODUCTION

Jeep® Thrills is the ultimate high-speed off-road Jeep® racing fantasy! Choose from eighteen Jeep® vehicles from the classics to contemporary models and even official Jeep® concept designs. Race in six different environments, each with multiple unique tracks featuring shortcuts and jumps to outwit the opposition!

BASIC CONTROLS

Hold the Wii Remote sideways and upright to play Jeep® Thrills.

Menu controls

To operate the menus, highlight the desired item with the +Control Pad, and then press the 2 Button to confirm selection. In many menus you can go back to the previous screen by pressing the 1 Button.

Driving controls

Steering: Turn the Wii Wheel or Wii Remote to the left or right.

Accelerate: 2 Button

Brake: 1 Button

Boost: +Control Pad

Reset vehicle onto track: A Button

Open or close pause menu: + Button or - Button

PROFILE SELECT SCREEN

From this screen you can select an existing profile to play with, rename profiles, or create new profiles. Up to five profiles can be created.

To create a new profile, select a free slot using the +Control Pad and press the 2 Button to proceed to name entry. To rename or delete a profile, select it with the +Control Pad and press the 1 Button to enter the 'Manage Profiles' screen.



Jeep® Thrills automatically saves your unlocked tracks and vehicles, and your best race positions and times. 1 block of free space is required in the Wii System Memory to save this data.

MAIN MENU

Group Race: Play groups of races to unlock more tracks, vehicles, and Tournaments.

Tournament: Play a series of races to win trophies and unlock more Tournaments and vehicles.

Custom Race: Set up a race however you choose on any track that you have unlocked in Group Race or Tournament.

Multiplayer: Play a head-to-head race against another player on any unlocked track.

Records: Check out your best places and times from the Group Race and Tournament modes.

Options: Change game settings.



Tip: Right now you are probably itching to get into a race. The quickest way to do this is to select Group Race, go into Group 1, and pick a track!

RACING

Jeep® Thrills follows the basic principles of off-road racing: drive fast, stay in control, and get in front of the other guy!

GAME SCREEN

The game screen shows the race and several important pieces of information.



- 1. Position indicator:** shows your placement relative to the other racers.
- 2. Race timer:** in minutes, seconds and hundredths of a second.
- 3. Lap counter:** the large number is the current lap and the small number the total number of laps.
- 4. Boost meter:** shows how much Boost you have available. Boost is explained below.

BOOST

Boost is your turbo; it will give you an extra burst of speed for a few seconds when you need it most. The Boost meter fills slowly whenever the Boost button is not depressed. You can earn Boost faster with Boost Jumps. A Boost Jump is a jump where you are airborne

for more than 2 seconds and land cleanly on all four wheels. The longer you are in the air, the bigger the bonus.

Try using SUPER BOOST for even more acceleration and top speed by double tapping the boost button when the Boost meter is full.

Tip: Look out for alternate routes. Some may be great shortcuts. Others may be slightly longer, but offer advantages such as having big jumps to gain Boost or gentler corners so you can take them at high speeds.

GROUP RACE MODE

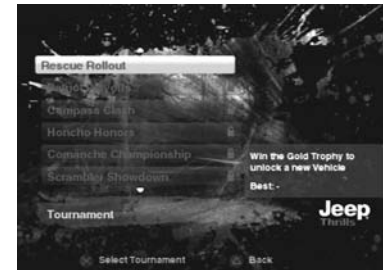
The Group Races are made up of 4 difficulties. You need to come at least second in all group races in order to unlock the next difficulty. You can play the Group races in any order you choose.



TOURNAMENT RACE MODE

After you have finished at least third in all the races in the first Race Group, you will be able to enter Tournaments.

In Tournament mode you compete in a series of races in a set order. You will face more challenging races with more laps and better opponents, and race on familiar tracks in the opposite direction.



Tip: As you unlock Tournaments, the tracks they contain are added to Quick Race Mode. This way you can practice them there before attempting them in a Tournament.

At the end of each race in a Tournament, points are awarded according to the position you have achieved.

- 1st Place:** 10 points
- 2nd Place:** 6 points
- 3rd Place:** 4 points
- 4th Place:** 3 points
- 5th Place:** 2 points
- 6th Place:** 1 point

At the end of a Tournament, a trophy is awarded if you are placed in the top three:

- Gold Trophy:** First Place
- Silver Trophy:** Second Place
- Bronze Trophy:** Third Place

The first few Tournaments are unlocked by getting at least third place in the Race Groups.

After all Group races are completed winning a Bronze Trophy or better in a Tournament will unlock the next one.

Tip: Unlock new vehicles by winning the Gold Trophies.

CUSTOM RACE MODE

In Custom Race mode you can set up a race according to your preferences on any track you have unlocked through the Group Race and Tournament modes.

MULTIPLAYER

To play a 2-player game you must add a second Wii Remote to the Wii™ console and select the Multiplayer option on the main menu. If only one Wii Remote is connected, this option will appear locked on the menu.

Synchronizing your Wii Remote with the Wii

Synchronizing the Wii Remote is necessary to use it with the console. The Wii Remote included with your Wii has already been synchronized. The Standard Mode procedure is used when adding additional Wii Remotes to your console or if you want to re-synchronize your original Wii Remote. This procedure allows the Wii Remote to communicate with the console.

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

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

One Time Mode Synchronization

NOTE: This mode temporarily removes Standard Mode synchronization 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 synchronized with the console.
2. Select the Wii REMOTE SETTINGS option from the Home Menu Screen and then select the RECONNECT option.
3. Press the 1 and 2 Buttons simultaneously on the Wii Remote that you want to synchronize with the console. The order in which you synchronize the Wii Remotes will set the player order for multiplayer games.
4. The Player's LED will blink during the synching process. Hold the buttons down until the blinking stops. This indicates that the connection is complete.

RECORDS

The screen allows you to view your best times and placing in all the Group Race and Tournament races in a single place.

OPTIONS

Access the options screen to change game settings.



Sound FX volume: Determines how loud game sound effects should be.

Music volume: Determines how loud the in-game music should be.

Credits: View the credits.

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