

INSERT MANUAL COVER

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.*

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STORY

In the oceans of earth millions of years ago, danger was never far away and monsters lurked in every shadow. Experience this astounding world by playing as six different prehistoric marine reptiles, each with special skills—from extreme speed to thick armor and powerful crunching jaws. Start your adventure in area of inland sea that will only get more dangerous as time passes. Take on foes, hunt for prey and unlock hidden challenges. Your goal is to find a way to truly escape these waters. How to accomplish your escape is something you'll have to figure out on your journey. Now take control of your first Sea Monster and begin your adventure!

GETTING STARTED

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

CONTROLS

To control your monster, simply point the Wii Remote™ at the screen. Move the cursor to have the monster change direction. Press the A Button to swim.

Moving the Wii Remote sharply left, right, up, or down will perform a dodge in that direction. Additionally, a sharp movement towards you will make the monster do a 180-degree turn.

Flicking the Wii Remote to the left or right side of the screen will perform a quick turn.

Attack – Press the B Button on your Wii Remote to attack another Creature or Monster.

Plugging the Nunchuk™ into your Wii Remote will allow some controls to be accessed in an alternative manner. Pressing the Z Button will perform the 180 degree turn while pushing a direction on the Control Stick will perform a dodge. Pressing the C Button will activate the monster camera.

In addition to a Monster's character traits, some Monsters have special abilities that must be activated by the player. What follows is a list of these abilities and how to perform them.

Stealth mode

Double tapping the A Button will make Thallasomedon enter stealth mode until the player attacks or makes a sharp turn. This helps Thallasomedon sneak up on prey and avoid predators.

Digging

Both Henodus and Nothosaurus can dig in the sand. This allows them to dig up buried fossils and also lets the Henodus catch its food. To perform this action, double tap the B Button.

Rock Smash

The Tylosaur is so powerful that it can knock loose rocks out of its path. To perform this task, the player simply double taps the B Button while facing loose rocks.

Boost Jump

The dolly is so fast that if it sprints it can actually jump out of the water. To perform a boost jump, double tap the A Button when close to the water surface.

Fossil Screen: Press the - Button on your Wii Remote

Monster selection Screen: Press the + Button on your Wii Remote

Pause the game: Press the 1 Button on your Wii Remote

Deselect a target: Control Pad Down

MAIN MENU

New Game: Start a new game.

Select Profile: Load a previously saved game.

Resume Game: Resume the currently loaded game.

Multiplayer: Start a two player race game.

Options: Change sound/screen options or view the credits.

MULTIPLAYER MENU

Race against a friend in any of the five challenge zones.

THE GAME SCREEN

The three bars in the top left corner from top to bottom are your health, stamina and oxygen levels. The Monster head to the left of the bars shows which Monster you are currently. This flashes when you have low health, oxygen or stamina.

In the bottom right of the screen is your monster's "sonar". This will help guide you throughout your adventure. Dangerous monsters are displayed bright red. Food is green, Fossils are purple and Portals are displayed in blue.

When you are short on oxygen, the screen will begin to darken from the corners. When the screen is very dark, you should go to the surface to breathe and get oxygen.

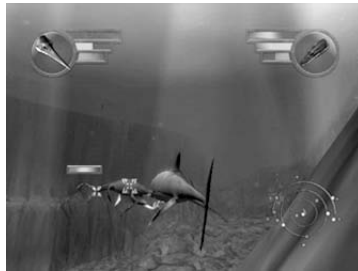
COMBAT

The Prehistoric Seas are a dangerous place and you will have to master combat in order to survive. Smaller creatures, such as fish, can be eaten by placing your cursor over them. When in range, your cursor will change to a "Bite" indicator. When this happens, press the B Button on your Wii Remote to attack. Catching small creatures will replenish your health and stamina.

Monsters like you are much stronger and usually require more than one attack to defeat. Choose who you attack carefully. It is often better to run than fight, if for example you get attacked by a Tylosaurus! If you do decide to fight, here's what you need to know. Once you are attacked or attack another Monster, your target's stats will be displayed in the top right corner opposite your own. When you get close to the targeted Monster, you will see 3 glowing crosses. These are your targeting points and will do different kinds of damage to the Monster depending on which one you hit. As with smaller prey, your cursor will change from the dot to the "Bite" marker when you are in range to attack.

Dodges

During combat you can increase the power of your attack by performing dodges when the target tries to attack you. This is done by moving your Wii Remote quickly in the direction you want to dodge, or by using the analogue stick on the Nunchuck.



When you successfully perform a dodge, you will see a "Bite" icon appear on screen below your Monster's stats. The more "Bite" icons you collect the more powerful your next attack will be! Watch out though, if you attack and miss all of your "Bite" bonuses will be lost.

GOAL

The aim of the game is to collect Fossil parts to unlock new Sea Monsters. Each new Monster you unlock will have new skills, which will allow you to explore new areas of the seas and find previously hidden Fossils!

Fossils can be found in many different places. Many are just lying around while others are buried under the seabed. Some have been swallowed by other monsters and can only be collected by attacking or eating the creature that has the Fossil. The most important Fossils can only be collected by completing challenges! These challenges take many forms and are available from areas at the extreme edges of the game world. To get to them you must travel through Challenge Portals...

Challenge Portals

At the start of the game, only one Challenge Portal is open to you. This is the Open Sea. Complete challenges in the Open Sea to collect the vital Fossils needed to unlock the next Monster, whose ability will allow you to access another challenge portal. Look out for signs that there is something beyond your reach. As explained above, each new Monster has special abilities that allow you to gain access to new areas. If you think you have found an area like this, try and work out which Monster might be able to access it.

Challenges

When you enter a Challenge Portal, you will be given the option to play a number of Challenges. Depending on which Monsters you have unlocked, some Challenges will be unavailable. Available Challenges are shown as prominent; unavailable are faded. When you accept a Challenge, you will then be asked to select the Monster you wish to use for the Challenge. Choose wisely as this could make the difference between success and failure.

During Challenges a counter or timer may be displayed in the top center of the screen. These represent a time limit or score count that must be achieved in order to complete that specific challenge. When you have completed a Challenge, your prize unique Fossil will appear in the sea nearby. Use the sonar in the bottom right to go get it. Remember Fossils are displayed purple.

FOSSIL SCREEN

Each time you collect a Fossil, you will be taken to the Fossil Screen. The Fossil Screen can also be accessed by pressing the - Button on your Wii Remote. In this screen you can study your progress, see how close you are to unlocking new Monsters, and learn a little bit about each Monster by selecting a Fossil piece. In this screen, you can also use Wildcard Fossils to help fast track your way to playing a new Monster.



To use Wildcard Fossils, simply drag and drop them from the pile in the bottom left to the Monster you wish to add to. You can only use one Wildcard Fossil per Monster. Also, you can only use a Wildcard Fossil to add to the skeleton of a Monster and not to replace the skull. These can only be earned through Challenges. Some Found Creatures give you a permanent stats boost.

MONSTER SELECTION SCREEN

At any time other than when you are engaged in a Challenge, you can swap between monsters you have unlocked in the Monster Selection Screen. Press the + Button on your Wii Remote to access this screen. Once inside you can click on the arrows to cycle through the Monsters and see information about them. If you have a Monster available, you can click on the picture of it to select and return to the game.



Pause Screen: Pause the game at any time by pressing the 1 Button. Here you will be able to quit the game if you wish.



Saving Progress

Your progress is saved automatically each time you collect a new fossil. When you continue a previous game, you will start in the center of the game world, not where you were when you exited the game. Don't worry, no progress will have been lost.

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