

you can use a wiimote in combination with a nunchuck.

Move the Wiimote and point it where you want to point your monster.

Pressing and holding the A button will make you swim forward.

Move the wiimote sharply left, right, up, or down will preform a dodge in that direction.

Making a sharp movement towards yourself, (i.e. away from the screen) makes your monster do a 180 degree turn.

Press the B button to attack.

Special Moves for each of the monsters can be activated by double-pressing either the A or B button depending on the ability and the monster.

Special moves include stealth mode, digging, smashing rocks, and boost jumping.

Pressing the - button takes you to the fossil screen

Pressing the + button takes you to the monster select screen

Defeating a large reptile usually refills your life all the way.

In the lower-right is your radar. Green dots represent food or non-threat predators. Red dots represent threats. Blue dots are challenge portals and Purple dots are fossils. The distance the radar goes out away from your monster in all directions is directly related to the size of the monster.

The bigger it is, the farther it can sense.

The true goal of the game (regardless of the cheesy story text above,) is to Find all of the fossils in the game.

B. Combat

When you are in range of something you can bite, a bite curser will appear on top of the target. Pressing the B button will attack the current target.

Obviously, large monsters take more than one hit and the amount of damage delt to the creature is directly related to where you hit. Head hits deal the most damage.

To dodge in combat, you can either turn the wiimote hard or flick the joystick on the nunchuck. When you preform a dodge, a Bite icon that looks like a pair of teeth will appear at the top of the screen. This icon increases the power of your next attack slightly. They can be piled on top of one

another to deal more damage. (The most I have personally got at once is 5. I do not know what the max is.) This bonus only applies to your NEXT attack. Hit or miss, the teeth are gone after that.

C. Goal of the Game

The goal of this game is to collect the fossils. Collecting fossils unlocks new sea monsters to play as and new challenges to try your luck at. As a reminder, fossils show up purple on you map in the lower-right corner. Some are easy to grab by just swimming into them. Others can be be more difficult. They can be buried under the ground, on dry land, floating in the air, or in deep water.

The main area where you start the game is called the hub. It is a very large sea with shallows, deep areas, underwater caves, etc. This is where most of the fossils you will find in the game will be.

Scattered about the hub are challenge portals. Swim into a challenge portal and a list of challenges will appear at the bottom of the screen. The number of challenges varies by the portal. Some challenges will be greyed out. You cannot attempt these challenges until you have the correct monster. Place your cursor on a icon to read the goals of the mission. Mission objectives vary greatly, specifically by the kind of monster required to attempt the mission. (i.e. if you're a little turtle, swimming fast. If you're a big

monster, usually you will be fighting.)

Important Notes about challenges:

- First, whether it's a mission where you picked what monster you wanted to use, or you were required to use a certain one, you cannot change monsters at will during a mission like you can in the hub.

The only way to change monsters inside a mission is to find a change icon. These look very similar to challenge portals only much smaller and they have a picture of a monster floating in the center.

Whatever the monster in the picture is, that is the monster you will become when you touch it. **EVEN IF YOU DO NOT HAVE THAT MONSTER YET.**

Careful changing though as you may not be able to change back into what you were before without leaving the mission.

Note: when you leave a mission, you return to what you were when you entered the mission.

- Second, some missions have timers. The purpose of these is obvious. Some missions have tally counters. These too are obvious. Some missions have nothing on the screen. Pay attention to the description of the mission before you enter it to know your goals. Like I said earlier, most missions are related to the type of monster required to enter them.

- Finally, the fossils you get from completing challenges are specific. Many of them are the skulls which allow you to use new monsters. Thus, really the challenges are the "story line" of the game.

D. Fossil Screen

Everytime you collect a fossil, the game takes you to the fossil screen and shows you the animal it goes to and where it goes on that animal. Remember, not all fossils, in fact most, do NOT unlock new monsters to play as. More often they unlock new challenges to try in the challenge portals. The Fossil screen can also be accessed at anytime by pressing the - button.

By using the wiimote to point and the A button to click, you can select the individual bone fossils you have collected and learn a fact about the animal it is a part of.

Also, throughout the game there are wild card fossils that can take the place of fossil pieces you have not found yet to help you unlock new monsters faster. They cannot take the place of the skull of a monster and only one wild card can be used per monster. To use a wildcard, point to the picture of the ominyte in the lower left of the fossil screen and hold A to pick it up. Then drag it on top of the fossil and release.

Wild cards can ONLY be found through challenges and can only be used on the monsters you can unlock to play as.

Building some of the other (non-playable) monsters skeletons can give you permanent stats boosts. Also finishing any animal gives you a video about that animal accessible from the title screen.

E. Monster Selection screen.

Press + on the wiimote to enter the monster selection screen. You can change monsters at anytime you are in open water and not in a challenge. (Read the section above about challenges.) I say open water because if you are the Henodus, (i.e. the turtle-looking monster), you cannot change monsters if you are walking on the bottom. You will have to press A twice to swim, and you will be able to change.

The monster select screen is scrolled right or left using a combination of the wiimote and the A button. Simply click the picture of the monster, if you have it unlocked, to return to the game as that monster.

This screen shows you a picture of the monster (more useful than you think considering the complicated names they have) on the left side of the box and on the right, it shows the name, a brief paragraph describing the

creature, the length and the stats of the monster.

The stats are as follows: Speed, Damage, Health, Agility

Speed: Obvious. How fast you travel. (Specifically underwater)

Damage: How much POTENTIAL damage that monster can do.

Health: How much health the monster has relative to the others.

Agility: the smoothness with which the creatures turns and attacks.

F. Saving your game

(Sigh....) This game only contains an autosave. This save activates

whenever you grab a fossil. The problem with this is it remembers the

fossils you have found and the monsters you have unlocked, but that is all.

If you have broken open any walls, they are repaired when you reload. Any

help messages that prompt in the game will repeat everytime you reload.

This is only slightly annoying as they don't inhibit your vision or the
gameplay.

G. Multiplayer

The multiplayer in this game has a max of 2 players and centers around the
versus challenges in the challenge rings.

Special Ability: Stealth. Quickly pressing A twice will make you enter stealth mode until you attack or make a sharp turn. According to the manual, this helps you sneak up on prey and avoid predators. My honest opinion is that it does little or nothing.

Overall: Fine to start, but useless pretty quick.

II. Henodus

Size 2m

Speed 1

Damage 1

Health 1

Agility 2

This monster looks like a turtle that got ran over by a truck. Its purpose is to get in small places, like the second challenge portal.

Special Abilities: Dig and Floor walk. This little turtle can dig up fossils. Watch for green clouds coming from the sand and double-tap B. Alos by digging is how he feeds. Floorwalking is done by being close to the bottom and double tapping the A button. This will set you an the bottom and let you walk along the bottom by pressing the A button to move forward.

Pressing A twice again, (as long as the water over your head is deep enough) will return you to swimming mode.

Overall: This is the second monster you unlock and he allows you to enter the second challenge portal. Other than that he is pretty useless.

III. Temnodontosaurus

Size 10m

Speed 4

Damage 2

Health 4

Agility 3

Looks like a big sword fish, but he's a reptile. Finally a decent monster.

Special Ability: Deep dive. All of the monsters have limits on how deep they can dive before they start to get crushed by the weight of the water, except this one. Swim deep to your hearts content and find those fossils that have been mocking you from the ocean floor as a speck on you radar since the beginning of the game.

Also, it should be noted that this monster makes it really easy to gain health back. Simply swim to a deep, dark section and eat the little, red

things (I think they are jellyfish) until your life bar is full.

Overall: You will find yourself using this monster as your default. He can swim deeper than anyone else thus he finds the new areas and secrets. Also, he speed compare to those before his is a noticable improvement.

IV. Tylosaurus

Size 14m

Speed 3

Damage 5

Health 5

Agility 3

The biggest, strongest monster in the game. Looks like a crocodile with a vertically flat, rudder-like tail.

Special Ability: Rock smash. This monster can break open rock piles to reveal secrets and new areas. The game will tell you (as any monster) when you swim by a rock that can be broken.

Overall: This is your brute strength. The muscles. Great for fighting tough challenge monsters and avoiding confrontation. As this monster, all the red dots dissappear from your map. Fear nothing. However, you will find yourself

switching to other monsters for increased speed when you are on your way somewhere. This monster, due to its size, also has the best radar vision. Switch to him to see the map and then switch back to the correct monster for the job.

V. Dolichorhynchops "Dolly"

Size 4m

Speed 5

Damage 1

Health 2

Agility 5

Big fast fish.

Special Ability: Leap. This monster is the fastest one and thus can leap out of the water and over land bridges. Look for green cliff walls. The game will let you know when you swim by one (as any monster,) if you can jump it.

Overall: Fast. Avoid fighting.

VI. Nothosaurus

Size 4m

A. Video: 8

The graphics for this game are right on track for a Wii game. They are not amazing but not bad. The gameplay is smooth and never chops.

B. Audio: 7

The music that is there is good, however, there's not much there. You will hear the same music stings over and over. This could have been fixed easily but is a sad reality.

C. Gameplay: 6

There isn't really that much to do in this game. The pluses are that changing monsters dramatically effects gameplay, which is cool. Unfortunately, that the only major change. The game is swim, swim, eat, fight, eat, swim. I enjoyed this game style, but I doubt most people will. There are a few surface impact glitches here and there but they do not affect gameplay. At least this game appears to be pretty glitchless and solid. (That's more than can be said for Red Steel.)

D. Controls 9

One of the more positive parts of the game. You never feel out of control at

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