

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

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This game is presented in Dolby Pro Logic II. To play games that carry the Dolby Pro Logic II logo in surround sound, you will need a Dolby Pro Logic II, Dolby Pro Logic or Dolby Pro Logic IIx receiver. These receivers are sold separately.



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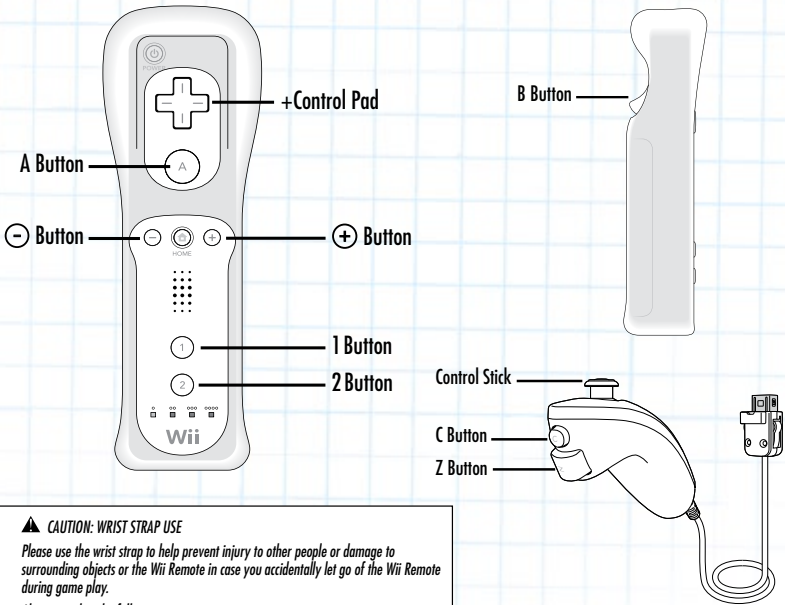
SYSTEM MENU UPDATE

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.

Updating... Do not turn the power off. Please wait a moment.

OK

CONTROLS



▲ 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.

MONSTERS INVADE SAN FRANCISCO


When California girl Susan Murphy is unwittingly clobbered by a meteor full of outer space gunk on her wedding day, she mysteriously grows to 49 feet 11 inches tall. The military jumps into action and Susan is captured and secreted away to a covert government compound. She is renamed Ginormica and placed in confinement with other monsters: the brilliant but insect-headed Dr. Cockroach, Ph.D., the macho half-ape, half-fish The Missing Link, the gelatinous and indestructible B.O.B., and the 350-foot grub called Insectosaurus. Their confinement is cut short, however, when a mysterious alien robot lands on Earth and begins storming the country. The President is persuaded by General W.R. Monger to enlist the motley crew of Monsters to combat the Alien Robot and save the world from imminent destruction.

SINGLE PLAYER MODE CONTROLS


BASIC CONTROL

Basic Control	Button
Wii Home Menu	

GINORMICA

Basic Control	Button
Pause/Pause Menu	 Button
Moving Direction/ Lean (when riding a rail)	Nunchuk Control Stick
Jump/Double Jump	A Button/A Button (2x)
Feat of Strength	Follow on-screen prompts
Dash Attack	B Button
Chain Dash (unlocked in DNA Lab)	B Button + wait for Green Aiming Circle + follow on-screen prompts
Crouch	Z Button
Wall Ride	A Button with Nunchuk Control Stick

THE MISSING LINK

Basic Control	Button
Pause/Pause Menu	 Button
Moving Direction	Nunchuk Control Stick
Aiming/Targeting	Wii Remote™/Nunchuk Control Stick
Evasive Maneuver	C Button/+Control Pad
Jump/Double Jump	A Button/A Button (2x)

THE MISSING LINK (CONT'D.)

Basic Control	Button
Unfreeze	Rotate Wii Remote™
Grab	Z Button
Attack	B Button
Leap Attack	Hold B Button, then release and target with the Wii Remote™
Strong Attack/Tail Spin	Swing Nunchuk sideways
Throw (while holding an enemy)	Swing Wii Remote™ forward
Turret Ride	Z Button to mount the damaged turret, then follow prompts on-screen
Jump Tail Spin	A Button to jump, then Z Button
Stomp Attack	A Button to jump, then B Button
Super Stomp Attack	A Button (2x), then B Button
Grab & Punch	Z Button to grab, then B Button repeatedly until enemy explodes

B.O.B.

Basic Control	Button
Pause/Pause Menu	⊕ Button
Moving Direction	Nunchuk Control Stick
Jump	A Button
Grab/Release	Z Button
Spit	B Button/Swing Wii Remote™ forward
Head Bash	C Button/Swing Nunchuk sideways
Aiming/Targeting in Plasma Turret Mode	Wii Remote™
Fire Plasma Balls when in Plasma Turret Mode	B Button
Use Shield when in Plasma Turret Mode	A Button
Free B.O.B. from Grappling Beam	Rotate Wii Remote™
Zoom out when in a maze	⊖ Button

COOPERATIVE MULTIPLAYER MODE (DR. COCKROACH, PH.D.)

Basic Control	Button
Pause/Pause Menu	(+) Button
Aiming/Targeting	Wii Remote™
Activate Laser/Tractor Beam	A Button
Cooling (when overheating)	Shake Wii Remote™ sideways
Toggle Laser/Tractor Beam (unlocked in the DNA Lab)	↑ on the +Control Pad
Join Game	A Button

MEET THE MONSTERS



B.O.B.

When a ranch-flavored dessert topping was crossed with a genetically modified tomato, a very hungry gelatinous mass known as Bicarbonate Ostylezene Benzoate, or simply B.O.B., was brought into the world. Don't let B.O.B.'s lack of brains fool you (it turns out you don't need one); his unique abilities to mold his shape makes him a very useful member of this Monster team.



DR. COCKROACH, PH.D.

Dr. Cockroach, Ph.D. invented a scientific machine that would give humans the cockroach's ability to survive. Unfortunately, there was a side effect and he now is the world's most brilliant scientist with the head of a cockroach. He is the mastermind behind the Monster Missions and aids the Monsters in their quest by blasting enemies with the use of his latest invention!



INSECTOSAURUS

This once small grub worm that used to hang out near radioactive waste is now a monstrous 350 feet tall. All cities within screeching distance should beware!



THE MISSING LINK

Thawed out by scientists 20,000 years after the ice age, this half-ape, half-fish is super strong and agile (and has a weakness for the ladies!). As an excellent fighter and acrobat, he's a fearsome match for the enemy—and his agility allows him to climb up the side of giant robots and take them apart, piece by piece!



GINORMICA

As the newest member of the team, Ginormica was an ordinary woman who was hit by a mysterious space rock, causing her to grow to gi-normous size. Her size and strength make her unstoppable.

MENU NAVIGATION

Nunchuk Control Stick/Point with Wii Remote™ – Navigate menus.

A Button – Press button to accept.

B Button – Press button to go back to the previous menu.

START MENU

From the Start Menu you can start a new game or load a previously saved game.

MAIN MENU

PLAY/CONTINUE

Selecting this option will allow you to start a new game or continue your previously saved game.

SCENES

Entering this area will allow you to replay an already completed scene.

Scene High Score – View your highest score achieved in each scene.

Total Score – View the total of all your highest scene scores.

OPTIONS

Audio – Select this option to toggle the Music and Sound FX volume.

Other – Select this option to turn subtitles, dialog, tutorials and audio commentaries on or off.

SPECIAL FEATURES

DNA Lab – Select this option to use collected Monster DNA to unlock character upgrades and cool extras like movie stills!

Credits – Select this option to view the game credits.

Characters – Select this option to get to know the government-captured monsters.

SAVE SYSTEM

Monsters vs. Aliens uses a checkpoint system. When progressing through a scene, you'll restart at your last checkpoint if you lose all of your health. *Monsters vs. Aliens* also uses an autosave system—your game will automatically be saved each time you complete a scene and at certain checkpoints during some scenes.

GAME MODES

SINGLE PLAYER

Aliens have invaded Earth, and it is up to the monsters to save the day. Play as B.O.B., The Missing Link and Ginormica and travel from the caverns of the top-secret U.S. government Monster Containment facility, to the hangars of Gallaxhar's inter-galactic mothership!

COOPERATIVE MULTIPLAYER

Anytime during single player Story Mode gameplay when the "join" prompt is present in the upper-right of the screen, a friend can join by connecting a second controller and pressing the A Button. Player 2 can now control one of Dr. Cockroach, Ph.D.'s inventions to shoot or pick up enemies and collect items. To exit Cooperative Multiplayer Mode, simply stop controlling the device.

IN-GAME DISPLAY



- 1. Health Meter & Monster DNA Counter** – The bar displays the amount of health your character has: the more green, the more health. The number displays the amount of Monster DNA your character has collected. Monster DNA can be used to unlock cool extras in the DNA Lab.
- 2. Point Counter** – This displays the number of points you have obtained.
- 3. Dr. Cockroach, Ph.D. Cooperative Multiplayer** – When this meter is on screen, the game is currently in Cooperative Multiplayer Mode. This meter will let you know if the device has overheated. To begin Cooperative Multiplayer Mode, press the **A** Button on a second Wii Remote™ synced to the Wii console any time when the “join” prompt is present at the upper-right of the screen.
- 4. Monster DNA** – Collect Monster DNA to unlock extras and upgrades in the DNA Lab!
- 5. Monster DNA Multiplier** – Pick up multipliers to increase the amount of Monster DNA you can collect. You can multiply the DNA up to five times, but one multiplier level will be lost every time damage is taken. The number of active multipliers will be displayed next to the Monster DNA Counter.
- 6. Dr. Cockroach, Ph.D. Targeting Icon** – In Cooperative Multiplayer Mode the second player can use the targeting icon to shoot, pick up enemies and collect Monster DNA. To collect Monster DNA, simply move the targeting icon over the DNA particles.
- 7. Health & DNA Particles** – Your character will absorb these particles whenever enemies or objects are destroyed, increasing your health meter or DNA count.

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*IN LOVING MEMORY OF OUR
FRIEND AND COLLEAGUE
MARIO GREENDALE (1975-2008)*

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Note: Please do not contact Customer Support for hints/codes/cheats; only technical issues.

Internet: <http://www.activision.com/support>

Our support section of the Web has the most up-to-date information available. We update the support pages daily, so please check here first for solutions. If you cannot find an answer to your issue, you can submit a question/incident to us using the online support form. A response may take anywhere from 24–72 hours depending on the volume of messages we receive and the nature of your problem.

Note: Internet support is handled in English only.

Note: The multiplayer components of Activision games are handled only through Internet support.

Phone: (310) 255-2050

You can call our 24-hour voice-mail system for answers to our most frequently asked questions at the above number. Contact a Customer Support representative at the same number between the hours of 9:00 a.m. and 5:00 p.m. (Pacific Time), Monday through Friday, except holidays.

Please see the Limited Warranty contained within our Software License Agreement for warranty replacements. **We recommend that you first contact an Activision Technical Support Representative by phone or internet before sending your product to us.** In many cases, a replacement is not necessary to resolve your problem. Our support representatives will help you determine if a replacement is necessary. If a replacement is appropriate we can issue you an RMA (Return Materials Authorization) number to help process your replacement. Non-warranty game returns/refunds should be dealt with by the retailer or online site where you purchased the product.

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